

User Manual

friendlyway composer 7 (for v. 4.3 or higher)



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1 Welcome

Dear *friendlyway composer 7* user,

Thank you for choosing *friendlyway composer 7*.
friendlyway composer 7 is a tool for creating digital signage presentations.

The tool was specially developed for users who compose and manage various multimedia presentations and want to automatically or manually switch between various contents in an appealing way. With *friendlyway composer 7* you can create a professional presentation from scratch without any specific technical knowledge.

The professional package that you purchased provides a wide range of features due to its modules:

- A wide range of media objects that can be imported to your presentation, including text, RSS, images, video, flash, PowerPoint, TV, Web and PDF.
- The media objects are positioned on individual frames, thus making it possible to create unlimited layers of media content.
- Ability to split your screen in multiple zones with individual content in each one.
- Setting transition effects for pages and individual objects.
- Including music to accompany your presentation.
- Full support of all image types, scalable graphics.
- All objects have their own display time and other properties.
- Timeline based editing of display times and effects.
- Dynamic text.
- Playback in any size or resolution.

We are looking forward to your feedback. Please feel free to send us your opinion concerning *composer 7* functions, and also your suggestions for further improvement. You can contact us at software@friendlyway.com.

Your *friendlyway composer 7* team.

2 System Requirements

Hardware:

- Intel Pentium IV or similar with minimum 2 GHz CPU.
- At least 512 Mb RAM (recommended 1 GB) and a system managed paging file.
- A graphics card with DirectX support.

Software:

- Windows Vista (32-bit) Business or Ultimate SP1 or Windows XP (32-bit) Professional SP2/SP3.
- Windows Internet Explorer 6 or later.

The setup program also installs Adobe Shockwave player.

If you are planning to use TV as a media object in your presentation, you will also need to have AbsolutTV installed on your *player* machine. Please contact *friendlyway* for further details.

3 Registration

You can register the product in any way that is convenient to you:

E-Mail: sales@friendlyway.com
Telephone: +49-(0)89-959791-398
Fax: +49-(0)89-959791-40

For more details on product registration, see [License Manager](#).

3.1 License types

The following license types are available:

- *composer 7* Professional – this license type enables all composer functionality.
- *composer 7* Basic – this license type has a number of restrictions:
 - operation mode [Schedule](#) is disabled.
 - operation mode [Network Services](#) is disabled.
 - max 1 [sequence](#) per project.
 - max 3 [pages](#) in a sequence.
 - media object TV is disabled.
- *player* – this license is to be installed on the PC you want to display your projects on.

3.2 License Manager

The License Manager will help you register your product.

Several types of licenses are available:

- **Node-locked license** - the software can be used on one computer only. The license is locked to Hardware ID.
- **Floating license** - the software is locked to the hardware ID of the server. Every composer work station is connected to the PC, where the License Server is installed.

When you open *friendlyway composer 7* the first time after installation, the License Manager will open displaying the end-user license agreement and several options for you to choose from:



View Hardware ID
Request License
Import License File
Connect to License Server

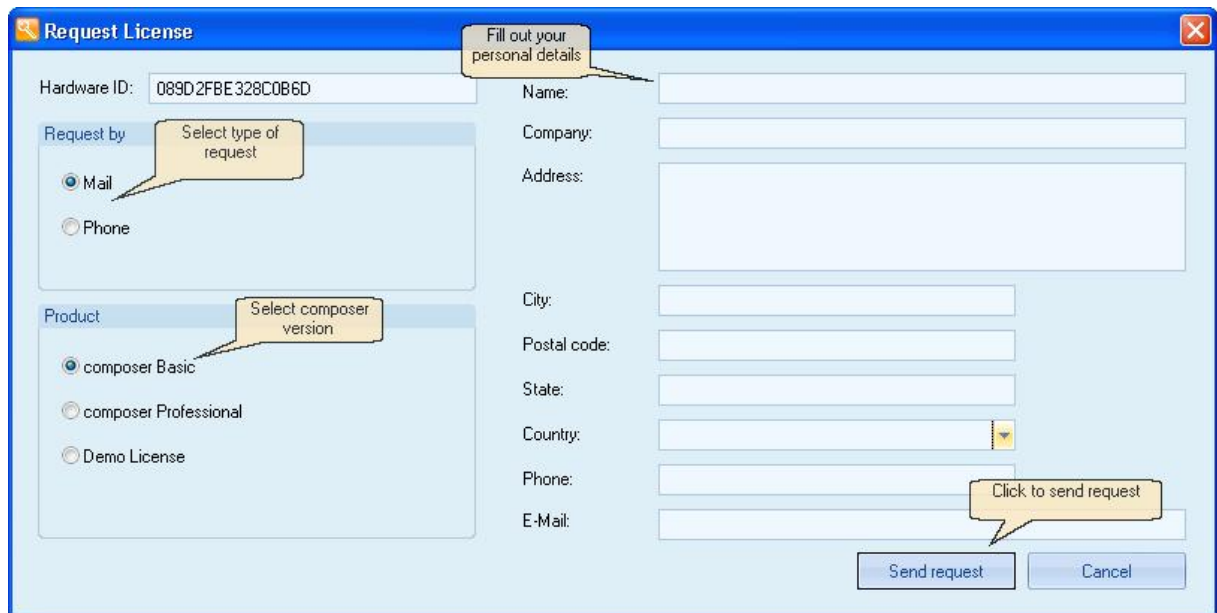
View Hardware ID

If you intend to use *friendlyway composer 7* on one machine, click **View Hardware ID** to view your Hardware ID.



Request License

You can send a request for license directly from the License Manager:



The "Request License" dialog box is used to request a license for the software. It contains the following fields and options:

- Hardware ID:** 089D2FBE328C0B6D
- Request by:** ☒ Mail, ☐ Phone (Callout: "Select type of request")
- Product:** ☒ composer Basic, ☐ composer Professional, ☐ Demo License (Callout: "Select composer version")
- Personal details:** Name, Company, Address, City, Postal code, State, Country (dropdown), Phone, E-Mail (Callout: "Fill out your personal details")
- Buttons:** Send request, Cancel (Callout: "Click to send request")

Fill in the details and click **Send request**.

Import License File

Once you get the license file, click **Import License File** and browse to the file (*.lic) on your computer. If registration passes successfully, *friendlyway composer 7* will open and you can proceed to creating your presentation. If registration fails, the License Manager will close. Please contact *friendlyway* [support](#).

Connect to License Server

After you received the license file via e-mail, you need to set up the License Server following the instructions from the e-mail. Then you need to connect to your license server. Enter the name and port of your license server and click **Connect**.



The "Connect to license server" dialog box is used to connect to a license server. It contains the following fields and buttons:

- Server:** Text input field
- Port:** 6200
- Buttons:** Connect, Cancel

4 Support

Our support is available for free on the following issues:

- Download
- Installation
- Software configuration
- Updates
- Software bugs

The support is chargeable in the following cases:

- When using third-party applications with *friendlyway composer 7*.
- When creating a new presentation.
- Regarding installation and configuration of third-party hardware.

You can contact the friendlyway support service in the following ways:

1. E-Mail

E-Mail is the best way to contact us on specific requests. Please send your questions and requests at software-support@friendlyway.com.

We will serve you better if your problem description will include the operating system and the version number of your *friendlyway composer 7*.

2. Telephone

For free telephone support please dial +1-866-503-9791 in the USA/Canada, or +49-89-959791-500 worldwide.

5 friendlyway composer 7 Concepts

In the context of *friendlyway composer 7* a media presentation is a [project](#) that incorporates the following elements: [media objects](#), [pages](#), and [sequences](#).

See related topics:

- [Concept and Terms](#)
- [Project Structure](#)
- [Sequences](#)
- [Pages](#)
- [Regions](#)
- [Frames](#)
- [Time Control](#)

5.1 Concept and Terms

As a tool for creating presentations, *friendlyway composer 7* is closely connected with the following essential concepts: **presentation**, **display**, **player**, and **project**.

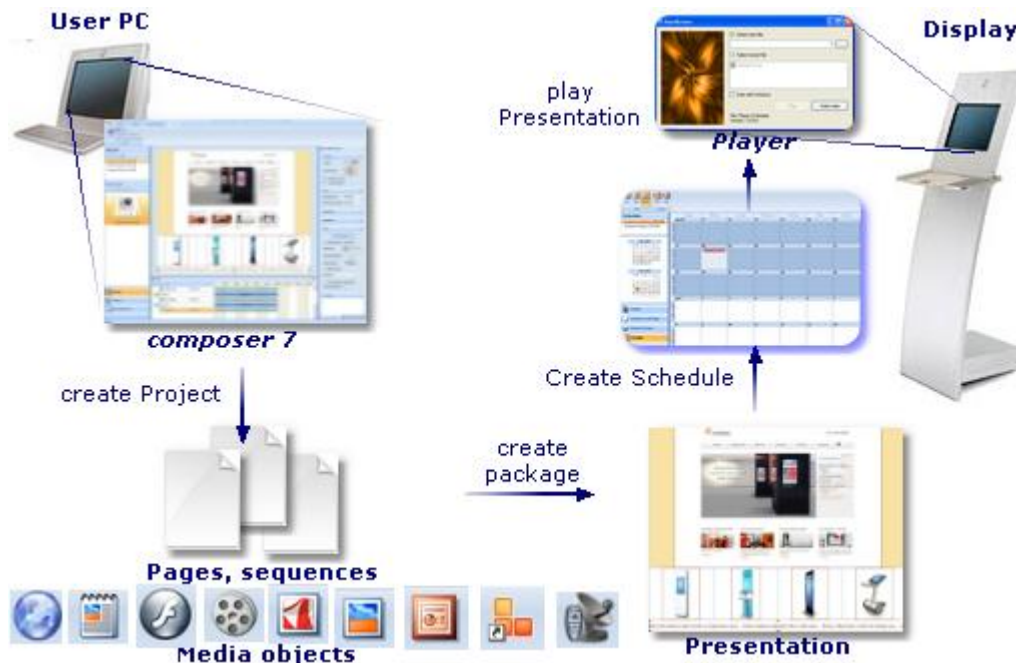
Within the context of *friendlyway composer 7* a presentation is a [project](#).

A project in its turn incorporates [sequences](#) made up of [pages](#) filled with media content.

Each project element has its own format and timing parameters.

Projects and their related contents are saved into one project folder, which ensures project integrity and search convenience.

Click on the items in the illustration to see their description.



The typical workflow can be presented as a series of the following user steps:

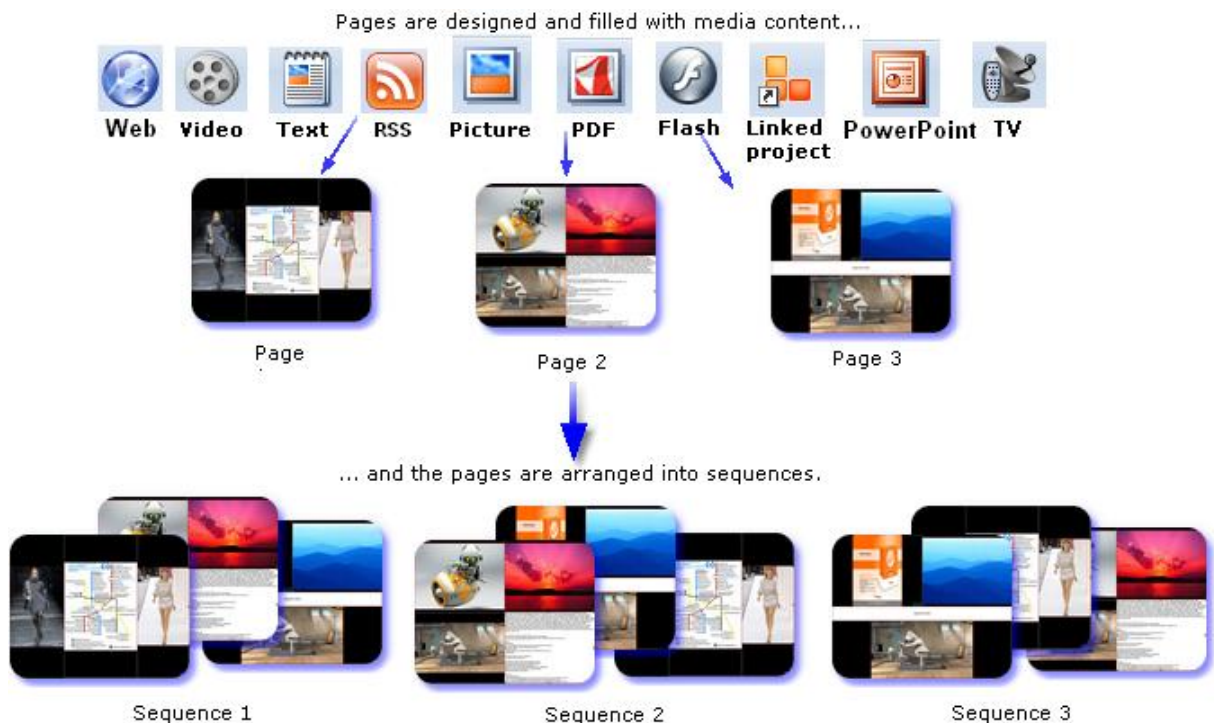
1. Start *friendlyway composer 7*.
2. Create new [project](#).
3. Open new [page](#).
4. Create [regions](#) on the [page](#).
5. Add one or several [media objects](#) to each [region](#).
6. Add and design other [pages](#).
7. Arrange the [pages](#) in [sequences](#).
8. Create a schedule for displaying your [sequences](#).
9. Save project.
10. Transfer a package to the player station (played back with a [player](#)).
11. Playback the composer project on the player station.

5.2 Project Structure

Within the context of *friendlyway composer 7*, you need to create a project that will then be saved as a package to be deployed on a display.

A project is essentially a collection of [sequences](#) that are composed of [pages](#) with media content on them.

Click on elements in the diagram to switch to related topics:



When you create a project, a project folder (**My Composer Projects**) will be created in the root of the directory in which your operation system is installed, where all project media contents and [sequences](#) will be stored together with the project file. The project file has its own format, **.fcproj**.

A page, in its turn, is made of [regions](#), and the [media objects](#) are added to the regions:



The sequences can be arranged for display in the [Schedule](#).

5.2.1 Sequences

A sequence is a set of [pages](#) arranged in a certain order for playback.

IMPORTANT!!! There is a default sequence in every project. This sequence will be always played back by player, if no other sequence is set up for this period of time in **Schedule** or the option **Turn off Monitor** is not activated.

A [project](#) can have multiple sequences built from the same set of pages. In other words, you can use the same pages to create several different sequences, which makes your presentation much more flexible and manageable.

You can set up your player to play a different sequence depending e.g. on the time of day or the day of the week in the [schedule](#).



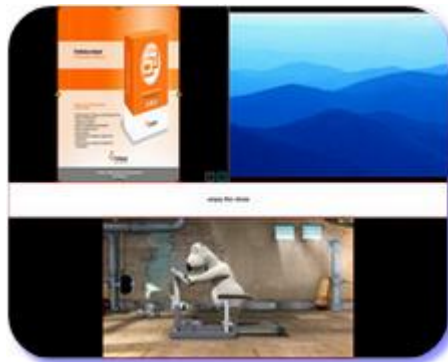
You can view and modify sequence properties on the **Properties** tab of the [Dockable Pane](#).

See other related topics:

- [Project Structure](#)
- [Create Sequences](#)
- [Sequence Properties](#)

5.2.2 Pages

A page is a high-level organization unit within a *friendlyway composer 7* [project](#):



A presentation consists of one or more pages that are displayed one after another in the order defined by the sequence. As a rule, one page takes up the whole display screen, though you can make the page take only part of the screen by [modifying display settings](#). The pages in their turn are split into [regions](#), which are filled with multiple individual media objects (video, pictures, and more):



Individual pages are edited in the [Page Designer](#), where you create [regions](#) and [frames](#), add [media objects](#) and modify [page properties](#).

Pages are arranged into [sequences](#) in the [Navigation pane](#).

See related topics:

- [Project Structure](#)
- [Add new pages](#)
- [Edit existing pages](#)
- [Define page properties](#)
- [Split page into regions](#)
- [Page properties](#)

5.2.2.1 Regions

Regions are the key elements in structuring [page](#) layout. A region is a square area on a page consisting of a list of frames.



A page with four regions

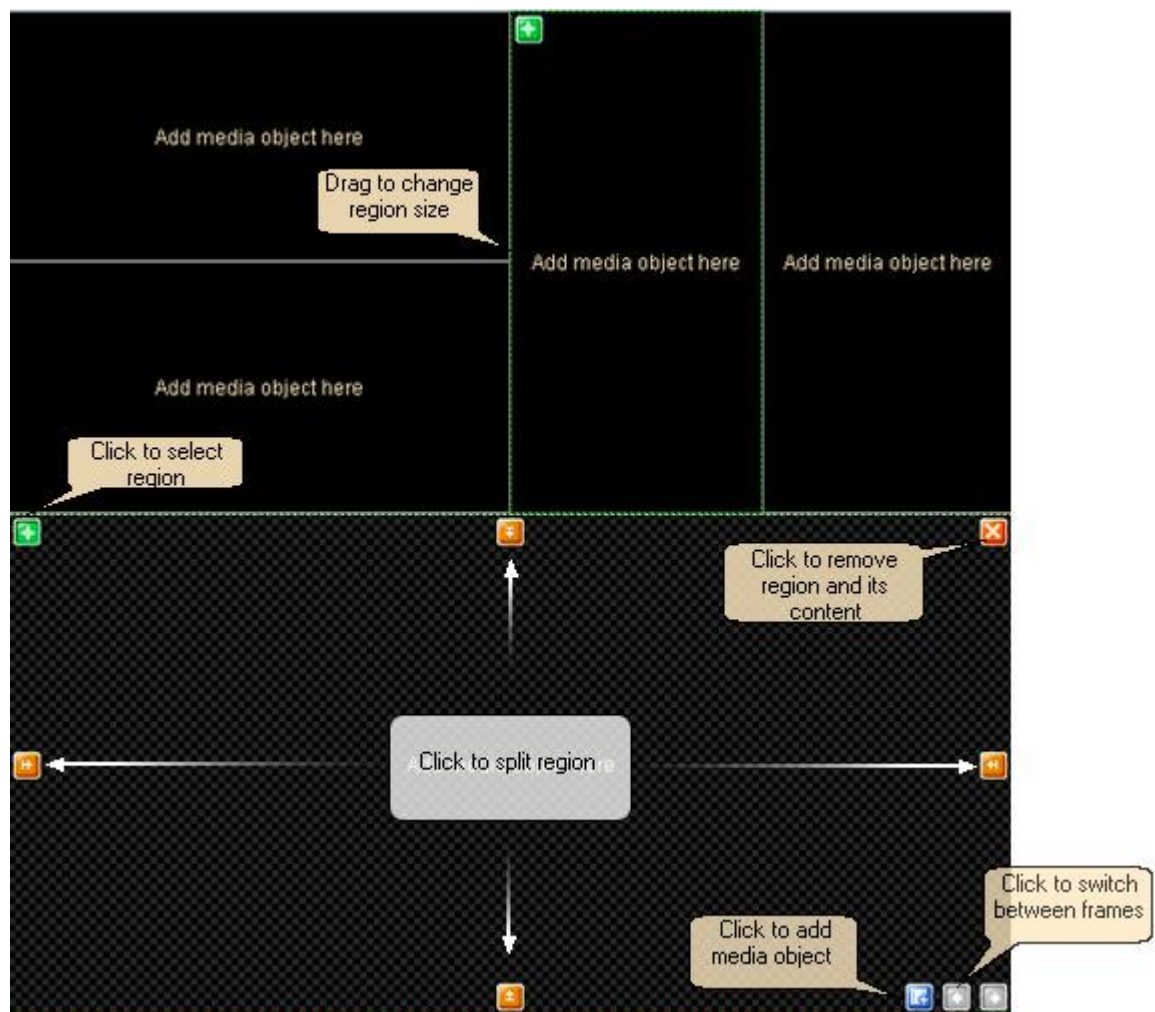


A page with three regions

Any page can be split into regions, each region displaying its own media content. Regions never overlap and take up the whole page surface in a tile-like manner. For example, you can have a page split into three regions with an image in the first region, a news ticker in the second region, and a video in the third region.

Regions, in their turn, are organized into [frames](#) to which you add media objects that are then displayed one after another. Thus, you can design a mini-slide show in each region.

An empty, newly created [page](#) contains one region only that takes up the whole page area.



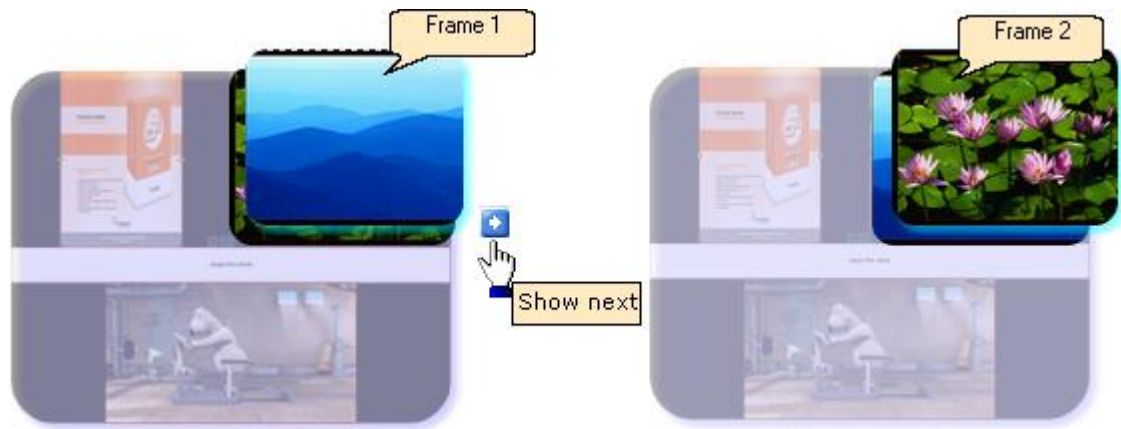
See related topics:

- [Project Structure](#)
- [Pages](#)
- [Frames](#)
- [Region properties](#)

5.2.2.2 Frames

While [regions](#) are the building blocks that help to organize [page](#) layout, a frame is the concept that helps organize [media objects](#) within one [region](#).

In simple terms a frame can be described as a leaf of a book with a media object on it:



Only one [media object](#) can be placed on a frame. A [region](#) can consist of one or several frames. When you add a media object, a frame is automatically added to the respective region.

To switch between frames, use buttons  and .

To remove a frame, use the **Delete** command in the **Frames** field in the [ribbon](#).



See related topics:

- [Project Structure](#)
- [Regions](#)
- [Add media to region frames](#)

5.3 Time Control

A media presentation is a dynamic unit that changes in time. *friendlyway composer 7* provides the necessary time control means.

Time control implies various settings defining the time parameters for presentation playback.

Timing parameters can be defined for [sequences](#), [pages](#), and [media objects](#). Specific timing settings depend on the type of element to which they are applied.

Time Control on Sequence Level

A sequence is a set of pages played back one after another in a defined order. Therefore, the total sequence duration is a sum of total page durations that make up the sequence. Thus, to adjust sequence playback duration, you need to modify page timing parameters.

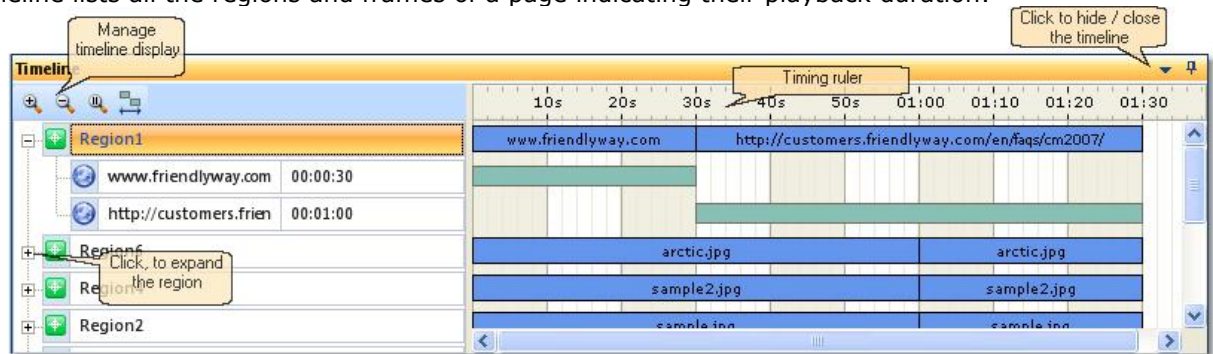
Time Control on Page Level

The total playback time of a page equals the longest playback duration of a page region. All other regions match up this time by either recurring or auto prolonged playback.

Defining Page Time Control

To adjust page timing settings, you need to modify the timing parameters of page regions and frames.

The most convenient tool for fine-tuning timing parameters on page level is the [Timeline](#). The timeline lists all the regions and frames of a page indicating their playback duration:



Time Control on Media Objects Level

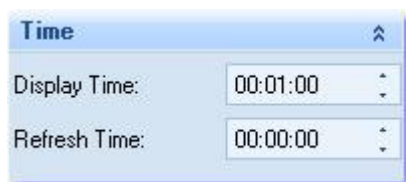
All media objects are categorized into two classes: *analog* and *discrete*.

- **Discrete media objects** are the objects with a predefined playback duration that cannot be changed. Within *friendlyway composer 7* discrete objects are **Video**, **Flash**, **PowerPoint** and **PDF**. Time control means for such objects are disabled.
- **Analog media objects** are objects with an indefinite playback duration, i.e. easily changeable by user. The simplest example is a picture: user can set any playback duration for this object: 1 second, 1 minute, 1 hour, etc. Text, Web-pages, streaming video are other examples of analog objects. Within *friendlyway composer 7* analog media objects are **Picture**, **Web**, **Text**, **RSS** and **TV**.

Defining Object Time Control

To define time control for a media object, select the object and go to the **Properties** tab of the [Dockable Pane](#).

Display time for analog media objects is adjusted in the **Time** field:



6 friendlyway composer User Interface

friendlyway composer 7 user interface is designed so as to provide maximum ease of operation.

See related topics:

- [Layout](#)
- [Ribbon](#)
- [Navigation Pane](#)
- [Dockable Pane](#)
- [Media Objects](#)

6.1 Layout

The *friendlyway composer 7* layout has different appearance depending on the operation mode you have selected.

There are 3 operation modes:

- [Design](#)
- [Schedule](#) *
- [Network Services](#) *

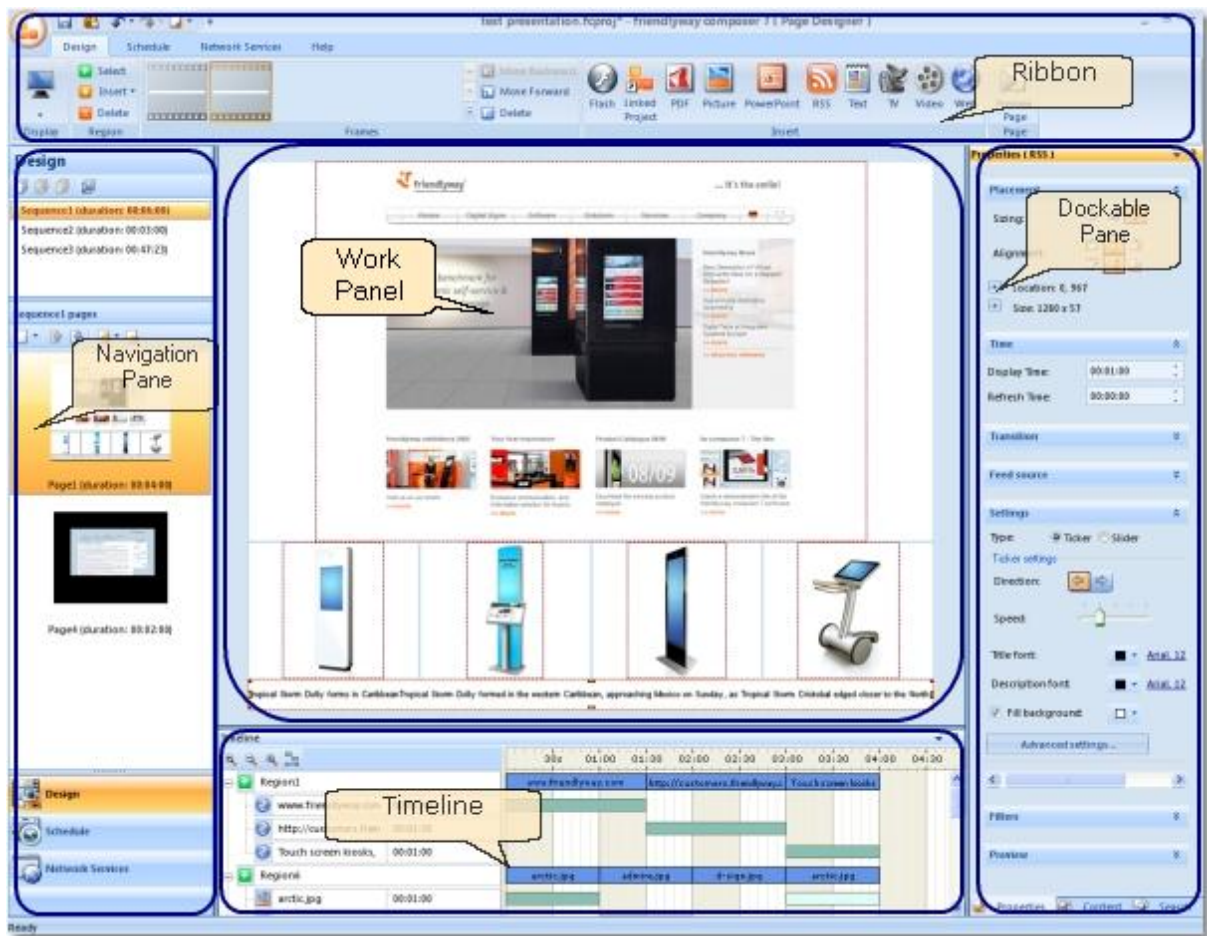
* - operation modes **Schedule** and **Network Services** are available in *friendlyway composer 7 Professional* only.

Two distinct areas are to be found in every operation mode:

- [Ribbon](#) - a panel that houses command buttons and icons providing point-and-click access to window-specific functions.
- [Navigation Pane](#) - the pane to the left of the work panel provides the ability to switch between 3 operation modes. According to the selected mode this panel provides the navigation between sequences and pages of the project (operation mode **Design**), between days on which you have set up the playback of your presentations (operation mode **Schedule**) or navigation in **Network Services** Page menu.

The layout of **Design** operation mode can be divided up into the following fields:

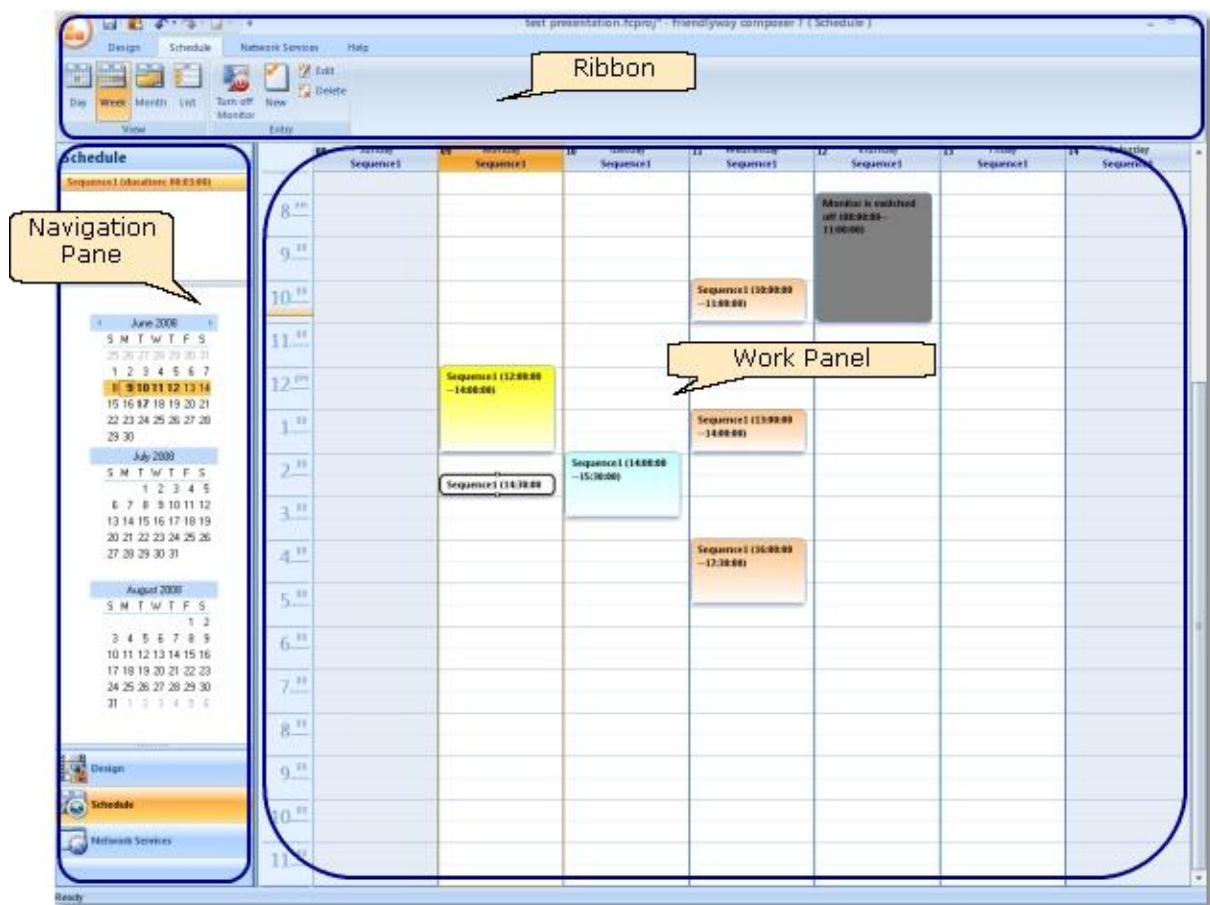
Click an area in the workspace image to switch to its detailed description.



- **Work Panel** – the area where your presentation is being made up of media objects.
- **Dockable Pane** with 3 tabs:
 - The **Properties** tab, where all sequence, page, region and media object properties can be set up or changed.
 - The **Content** tab displays all files used in the project independent of the page (or pages) they are assigned to.
 - The **Search** tab provides the filters for searching media objects on your computer.
- **Timeline** - a tool for defining timing parameters of the media objects and regions making up the page.

The layout of **Schedule** operation mode has the following appearance:

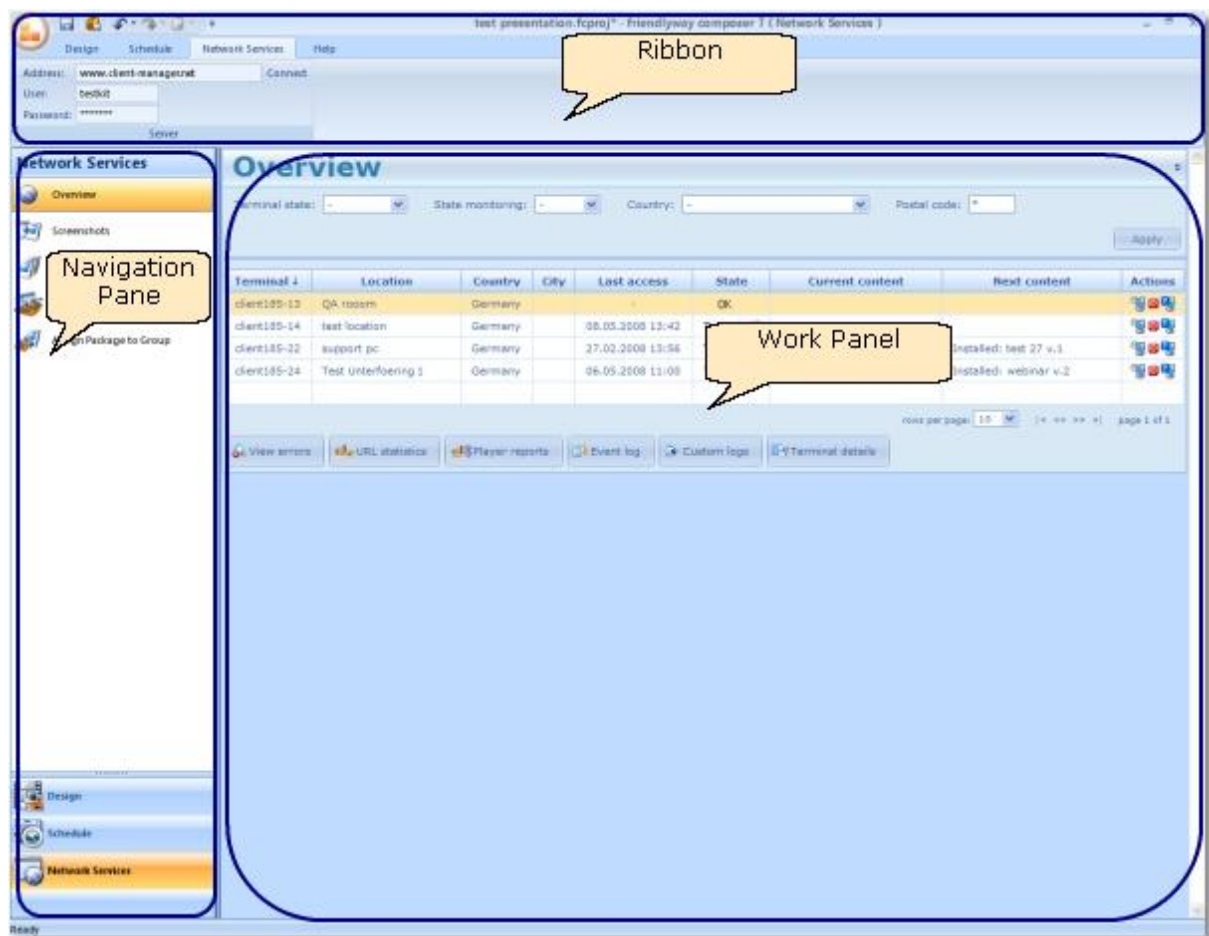
Click an area in the workspace image to switch to its detailed description.



According to your wishes, the work panel in **Schedule** mode can look like a calendar in different viewing modes - Day View, Week View, Month View or List View.

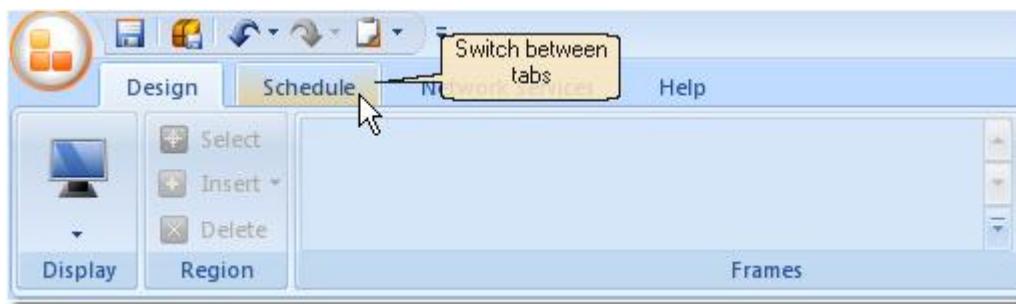
The layout of **Network Services** operation mode has the following appearance:

[Click an area in the workspace image to switch to its detailed description.](#)

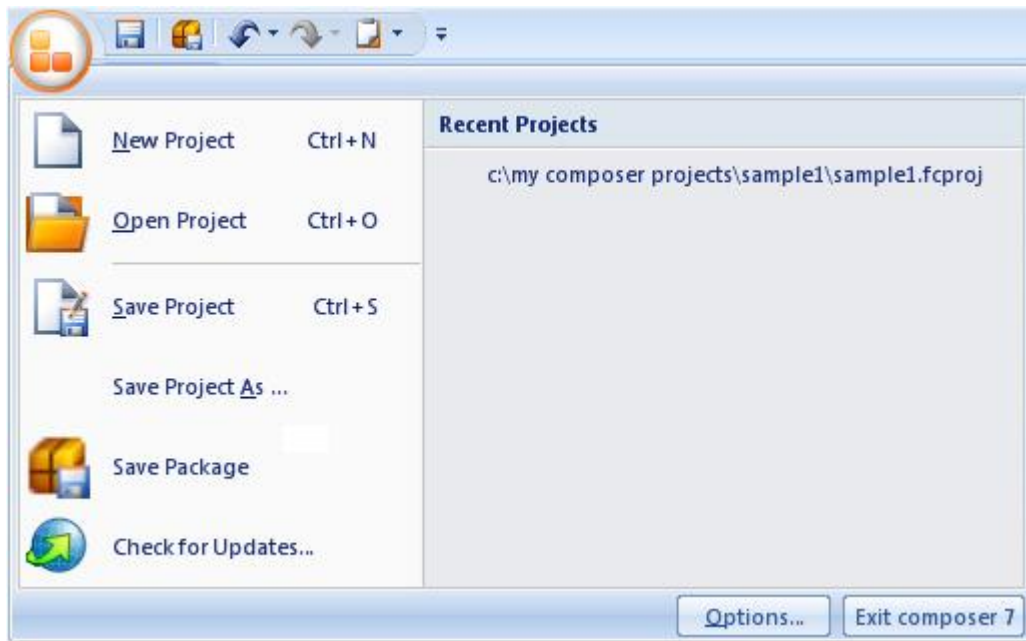


6.2 Ribbon

The command buttons and icons are organized in tabs and presented in the form of a ribbon:

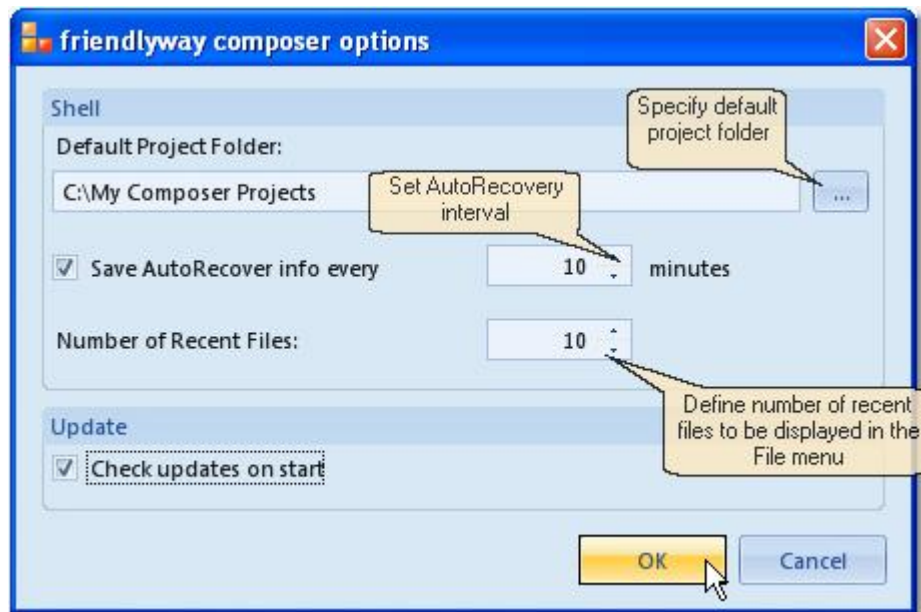


File

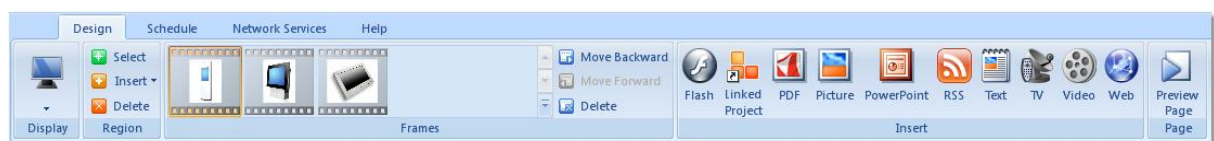


Element	Action Description
New Project	Generates a new empty project with a default structure and user-defined name. A project folder will be automatically created on your computer, where the project file (.fcproj) and all the media sources used in the project will be stored.
Open Project	Opens an existing project . Specify the path to the project in the "Select project" dialog window.
Save Project	Saves the current project under the current name.
Save Project As...	Saves the current project under a custom name / in a selected directory. Enter project name in the "Save as..." dialog window.
Save Package	Saves the current project as a package (.fcpkg file) for automatically transmitting project to the player station(s).
Check for Updates	Checks for newer software versions.
Recent Projects	Displays the list of the latest projects . To open a project, click on it in the list.
Exit composer 7	Close <i>composer 7</i> . If you have made changes in the project but did not save them, you can do this when closing the program.
Undo	Cancels the most recent action.
Redo	Repeats the most recent action.
Options	Opens the dialog for customizing menu commands.
	Displays the list of cut/copy/paste operations.

Options



Design



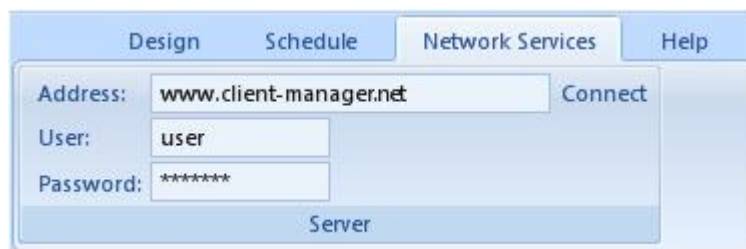
Element	Action Description
Display	Opens the window for defining display settings.
Region	
Select	Selects the region with the currently active media object.
Insert to Left	Inserts a region to the left of the selected region.
Insert to Right	Inserts a region to the right of the selected region.
Insert to Top	Inserts a region to the top of the selected region.
Insert to Bottom	Inserts a region to the bottom of the selected region.
Delete	Removes selected region and all its contents.
Frame	
Move Forward	Moves the selected frame before the previous one.
Move Backward	Moves the selected frame after the next one.
Delete	Removes the frame with the object in the frame.
Insert	
Flash	Opens the dialog for adding a flash file to the frame .
Linked Project	Opens the dialog for adding an existing <i>composer</i> project to the frame .
PDF	Opens the dialog for adding a PDF file to the frame .
Picture	Opens the dialog for adding an image file to the frame .
PowerPoint	Opens the dialog for adding a PowerPoint file to the frame .
RSS	Opens the dialog for adding an RSS feed to the frame .
Text	Opens the dialog for adding a text file to the frame .
Video	Opens the dialog for adding a video file to the frame .
Web	Opens the dialog for adding a Web site to the frame .
Page	
Preview Page	Preview current page .

Schedule



Element	Action Description
View	
Day	Switches the calendar to day view.
Week	Switches the calendar to week view.
Month	Switches the calendar to month view.
List	Displays calendar entries in a list.
Entry	
New	Opens the dialog for adding a new entry to the calendar.
Edit	Opens the dialog for editing the selected entry in the calendar.
Delete	Removes the selected entry from schedule.

Network Services



Element	Action Description
Address	URL of the network services server.
User	User name.
Password	User password.
Connect	After you have filled in fields Address , User , Password , click this button to connect to network services.

Help

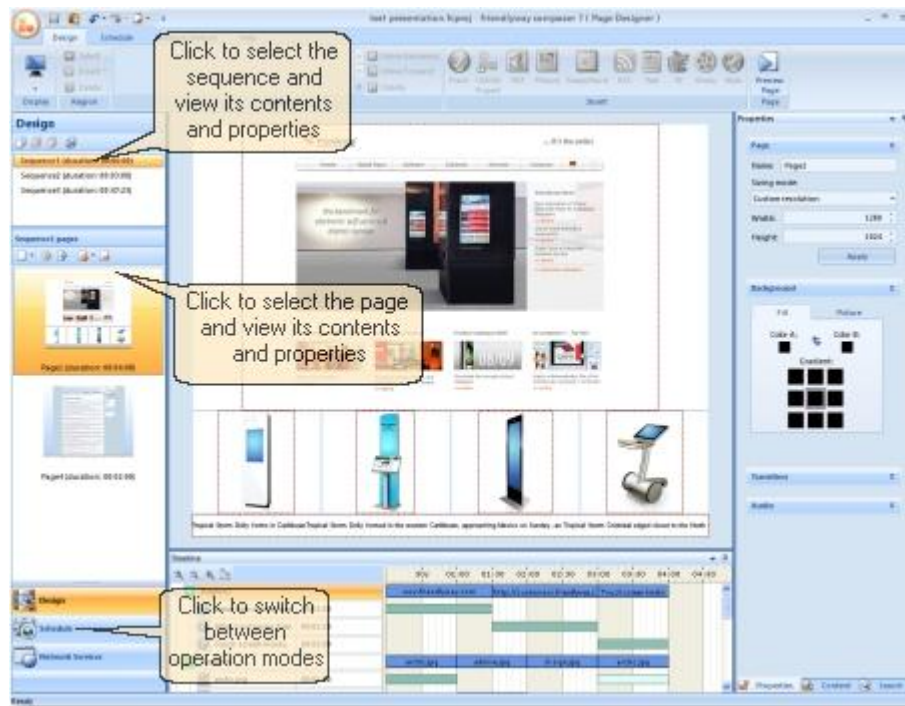


Element	Action Description
Contents	Opens the contents of the <i>friendlyway composer 7</i> help file.
Index	Opens the index of the <i>friendlyway composer 7</i> help file.
About composer 7	Opens the window with general information about <i>friendlyway composer 7</i> .
friendlyway on the Web	The link to the official Web site of <i>friendlyway</i> .

6.3 Navigation Pane

The navigation pane is located to the left of the work area and is typically split into two panels: the bottom panel provides the interface for switching between 3 operation modes **Design**, **Schedule** and **Network Services** and the top panel that will look different depending on the current operation mode:

- [Design navigation](#)
- [Network Services navigation](#)
- [Schedule navigation](#)

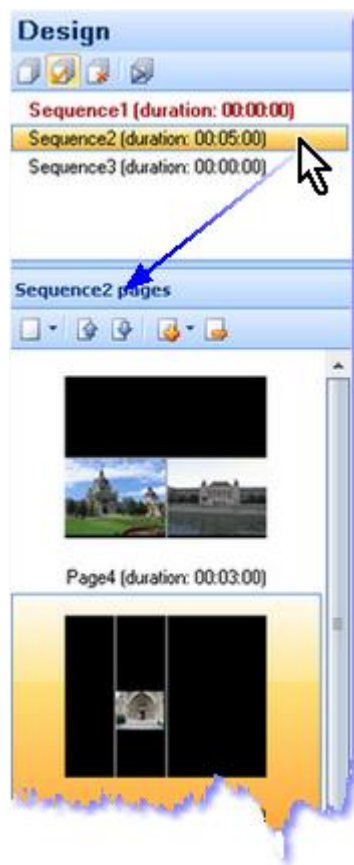


Design Navigation

The navigation pane for the operation mode **Design** is split into two panels:

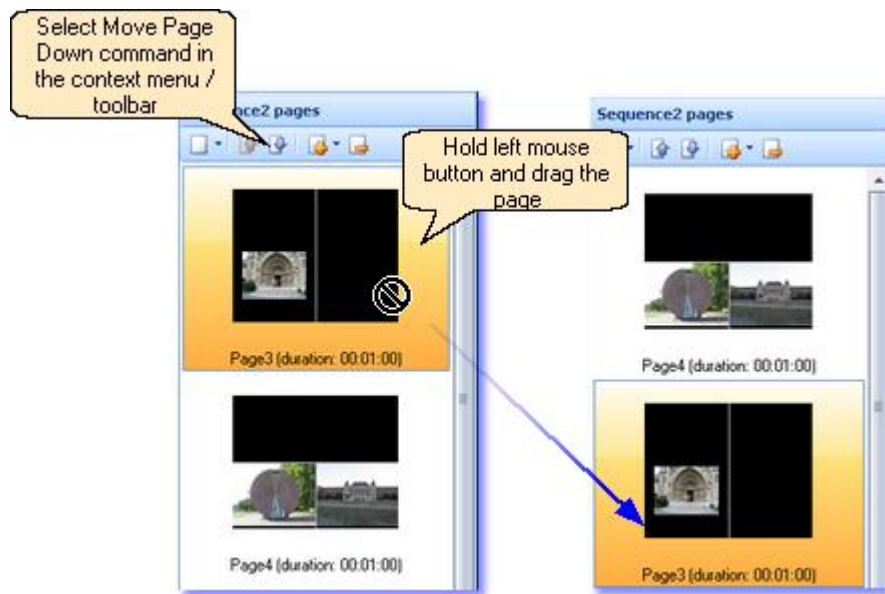
- the top panel displays the list of [sequences](#) created in the project.
- the bottom panel displays the list of project [pages](#) making up the selected sequence.

To view the pages that make up the sequence, select the sequence. The pages linked with the selected sequence will be displayed in the bottom panel of the [navigation pane](#):



The bottom panel lists all pages of the selected sequence in the form of thumbnails. You can change the order of pages in the sequence by:

- Dragging-and-dropping the pages in the navigation pane
- Using the **Move Page Up** and **Move Page Down** buttons in the **Sequence pages** toolbar:



Network Services navigation

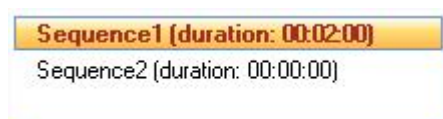
The Network Services navigation pane provides access to the following options:

- Overview
- Screenshots
- Content Groups
- Content Packages
- Assign Package to Group



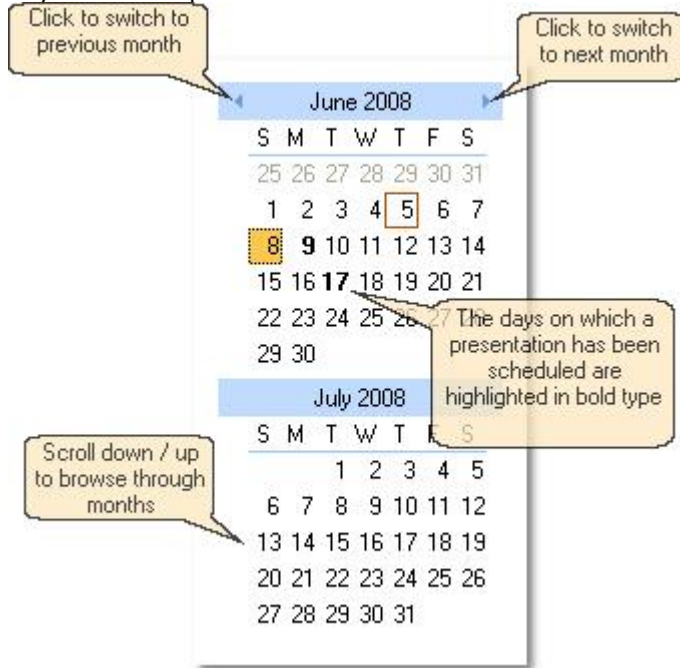
Schedule navigation

The Schedule navigation pane is split into two panels: the top panel lists all sequences created in the project that can be added to the schedule.



The bottom panel displays a calendar that you can use to browse through your schedules. The

days on which presentations have been scheduled are highlighted in bold type.

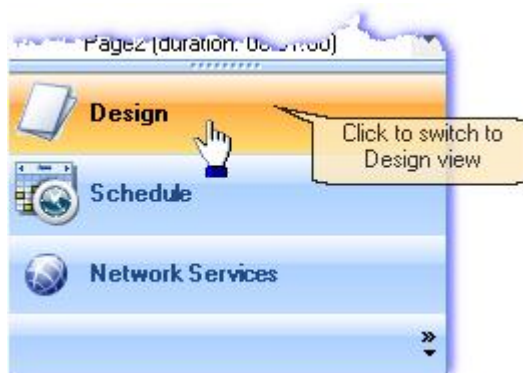


Switching between Operation Modes

Click **Design** in the [navigation pane](#) to open the [Design](#).

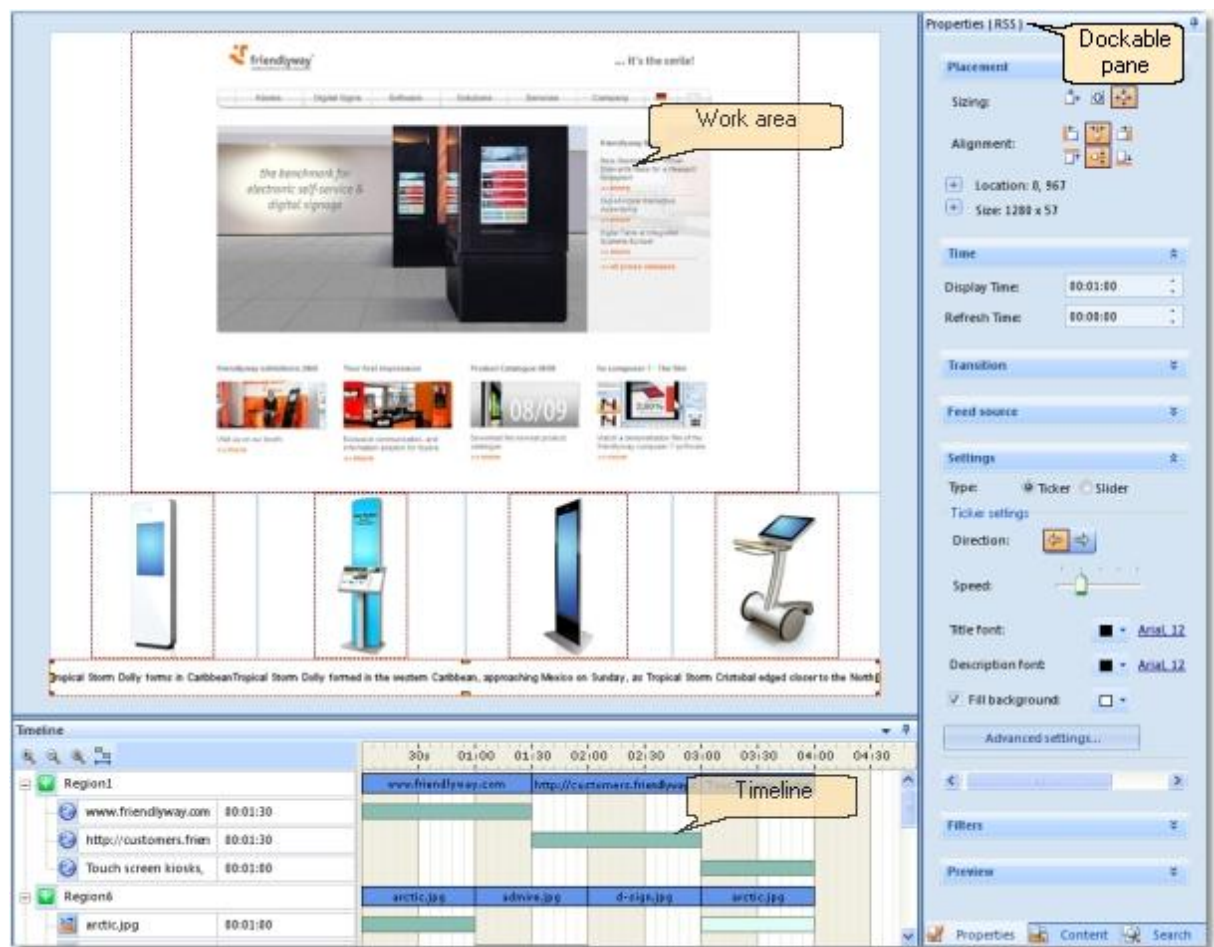
Click **Schedule** to open the [Schedule](#).

Click **Network Services** to switch to [Network Services](#).



6.4 Page Designer

The **Page Designer** is where you create your presentation page by page. It consists of a work area, a [page timeline](#) and [dockable pane](#):



The **Page Designer** displays the page in the form of a "canvas" that you can split into regions and add media objects to (see Split page into regions, Add media to region frames):



To open the **Page Designer**, click the **Design** tab in the ribbon, or click on the page you want to edit in the **Sequence Pages** panel of the [Navigation pane](#).

6.4.1 Dockable Pane

Dockable pane provides additional abilities for:

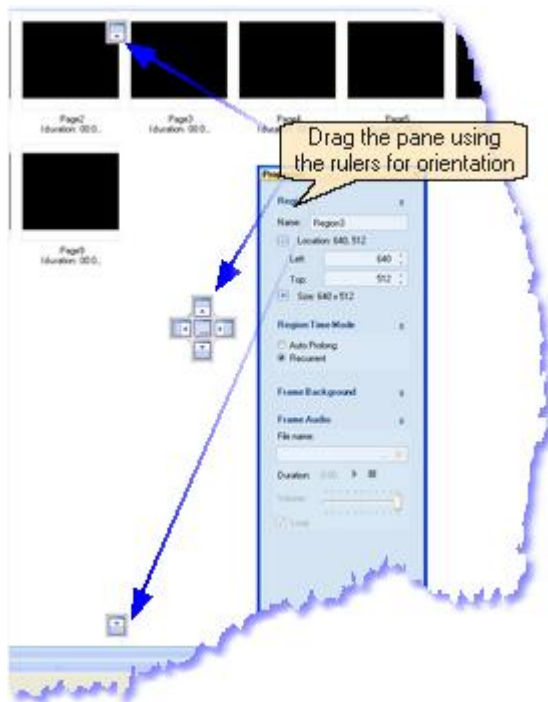
- modifying the properties of a [media object](#), [page](#), [sequence](#), or the whole [project](#), on the **Properties** tab.
- convenient display of all media files used in the project, on the **Content** tab.
- searching media files you want to add to your presentation in the **Search** tab.

The pane is docked by default to the right of the work area, and you can easily switch between its tabs placed below.

You can undock each tab of the pane and dock it to any other side of the work area, or just leave it "floating" by a simple drag-and-drop operation.

Docking a Pane

Click on the pane and drag it using the rulers for orientation. Drop the pane for it to dock:



Properties

The **Properties** tab displays the properties of the selected item. The properties are grouped.

Each group can be hidden by clicking , and opened by clicking , or by clicking the group name.

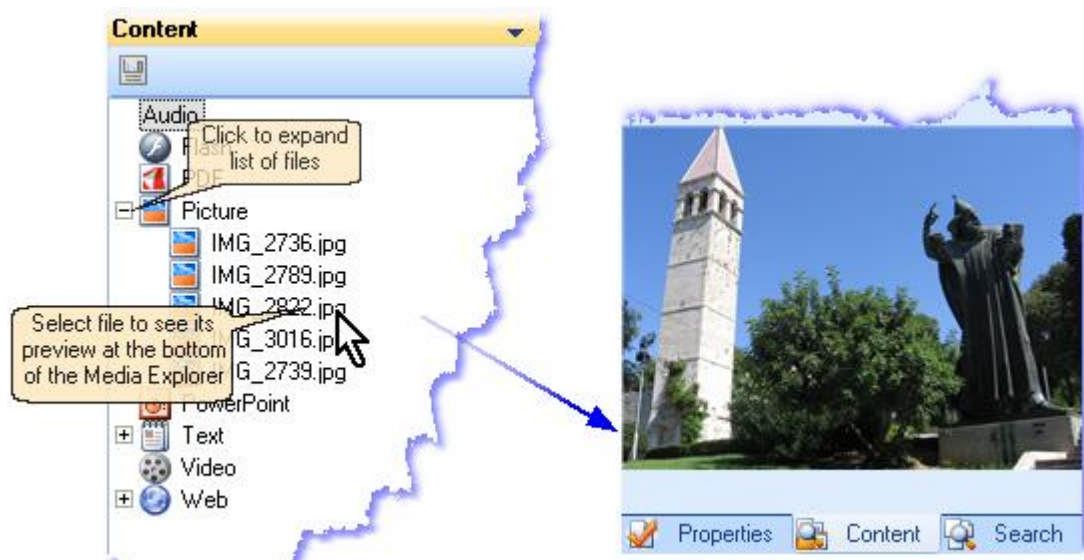
For the changes in properties to take effect, click **Enter** or move to the next properties group. Clicking **Esc** will cancel the changes, and the values will be reset.

See related topics:

- [Media object properties](#)
- [Region properties](#)
- [Page properties](#)
- [Sequence Properties](#)

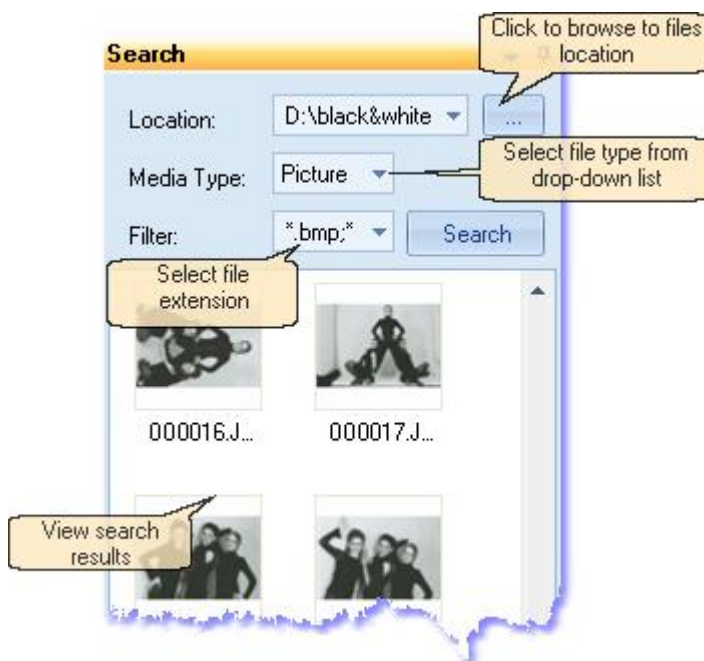
Content

The **Content** tab displays all files used in the project independent of the page (or pages) they are assigned to (the same object can be used in several regions, [pages](#) and [sequences](#), but the object will be saved once only to save memory).



Search

The **Search** tab provides the filters for searching media objects on your computer:



Location: indicate the folder in which you want to search for media files.

Media Type: select the type of media you want to search for (flash, PDF, picture, PowerPoint, text, video, Web).

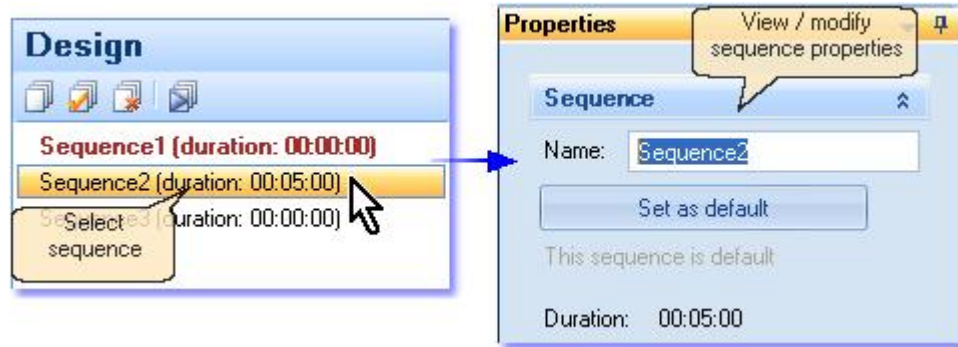
Filter: select file extension.

Click **Search** to initiate search. The results will be displayed in the form of thumbnails.

You can drag an object from the **Search** panel to a page region.

6.4.1.1 Sequence Properties

To modify sequence properties, select the sequence in the **Pages** panel of the **Navigation Pane** and go to the **Properties** tab of the **Dockable Pane**:



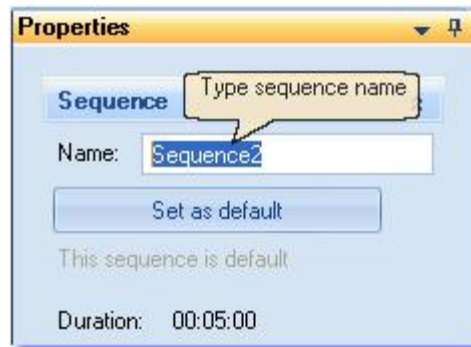
Sequence properties include:

- [Sequence name](#)
- [Default status](#)
- [Minimal display time](#)

Defining Sequence Name

By default sequences are assigned a number based on the order in which they are created in the project.

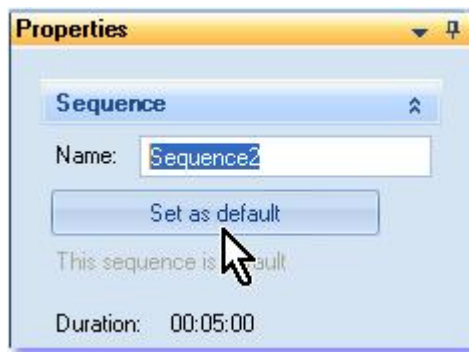
You can change sequence name by typing it in the **Name** field. The new sequence name will now be displayed in the navigation pane.



Default Status

A default sequence is the sequence played back by default in the player (that is, when no schedule has been defined).

To make a sequence default, click the **Set as default** button:



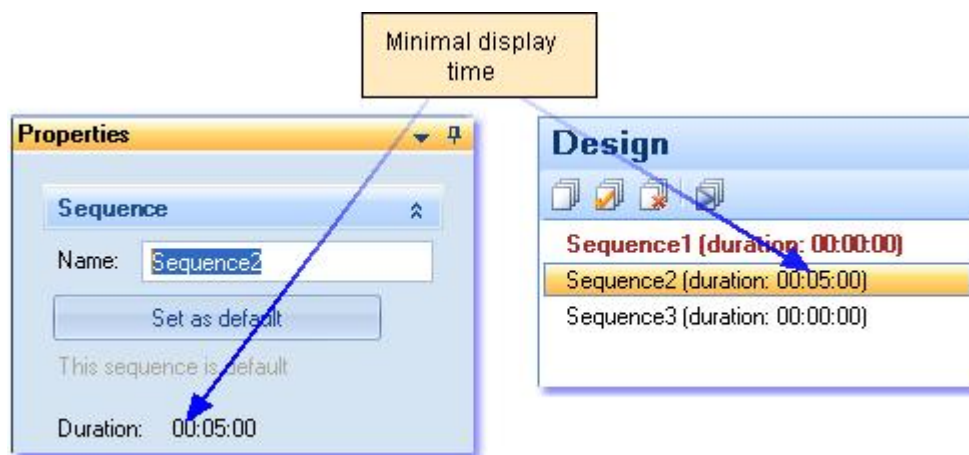
NOTE: If a sequence is already default, this button will be disabled, and the "This sequence is default" message will be highlighted.

Minimal Display Time

Minimal display time of a sequence is the sum of display time of all [pages](#) that make up this sequence.

Minimal display time is a constant value that cannot be changed.

Minimal display time is also displayed for each sequence in the **Pages** list:

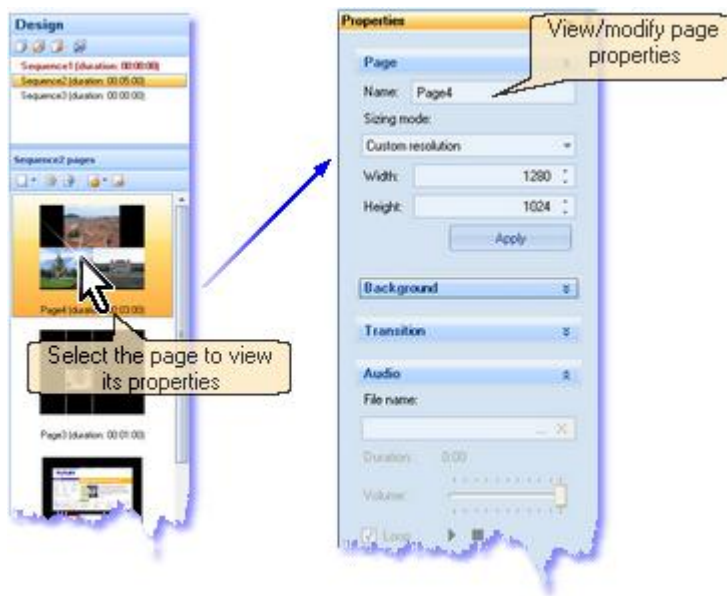


6.4.1.2 Page Properties

You can view and modify page properties on the **Properties** tab of the [Dockable Pane](#). They include:

- [Page Name](#)
- [Sizing Mode](#)
- [Page Background](#)
- [Transition](#)
- [Audio](#)

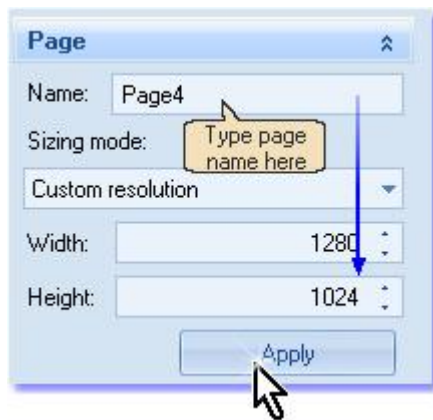
To view page properties, select the required page in the [navigation pane](#).



Page Name

By default pages are assigned a number based on the order in which they are added to the project.

You can assign a custom name to the page by typing it in the **Name** field:



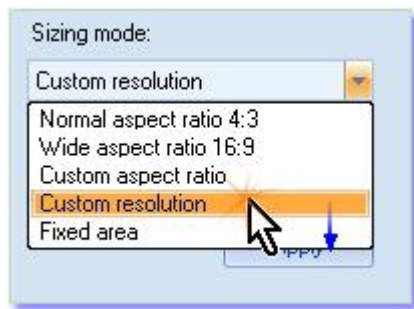
Click **Apply** for the changes to take effect.

Sizing Mode

Page dimensions are defined in the **Display Settings** at project creation. In this case they will be applied to all new pages.

However, you can modify current page properties on the **Properties** tab of the [Dockable Pane](#).

Select the aspect ratio or resolution and click **Apply** for the changes to take effect:

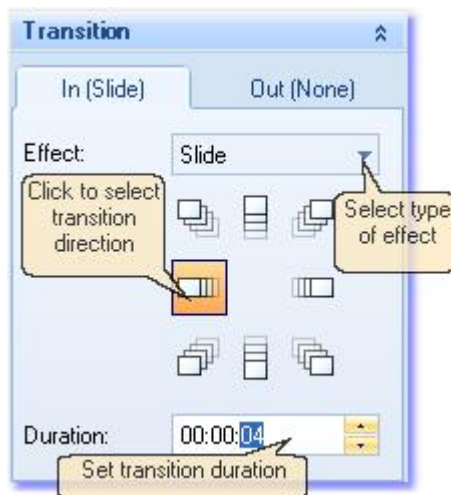


Page transition

Transition is the visual effect that defines the way a particular page changes to the next one.

Three options are available:

- **None** - the page is displayed on top of the previous page without any visual effects.
- **Slide** - the page slides over the preceding page in the selected direction.
- **Expand** - the page expands over the preceding page in the selected direction.



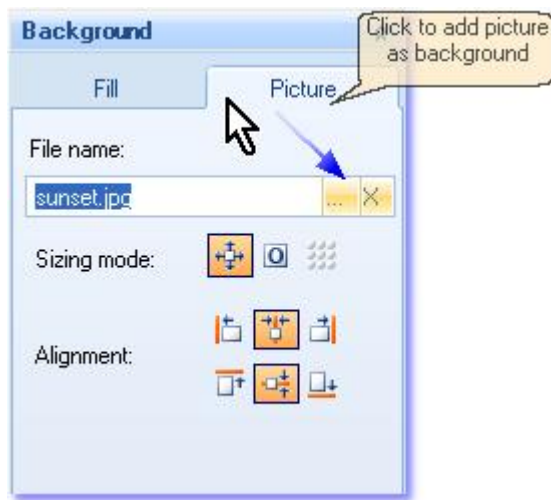
Page Background

Here you can define a background for a whole page.

The background can be either an **image**, or **gradient fill**.

To add an **image** as background:

1. Click **Picture** in the **Background** properties.
2. Click  and select the file that you want to use as background:



3. Adjust picture alignment by using the **Sizing Mode** and **Alignment** settings.

-  **Stretch** to stretch the image to the maximum size that will fit in the page.
-  **Original Size** to reset to original image size.
-  **Tile** to tile the image to cover the whole background.

For **Stretch** and **Original size** you can fine-tune image location using the corresponding buttons.

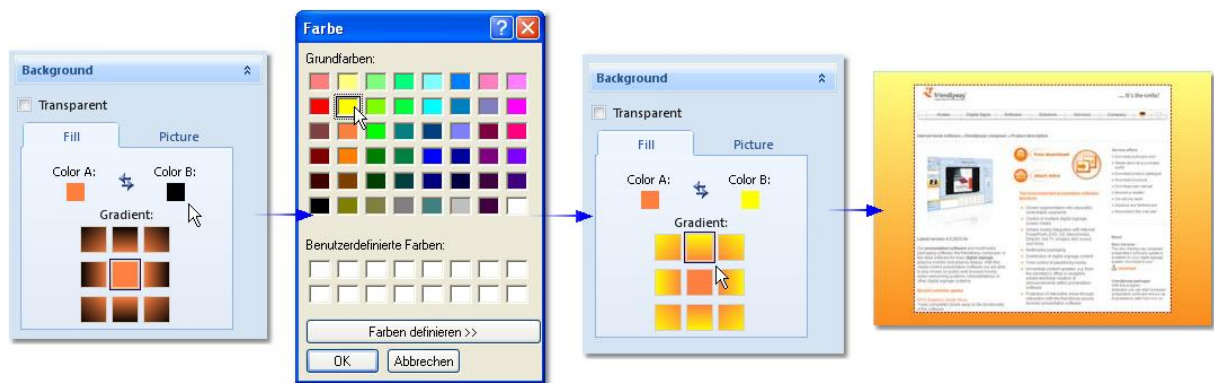
To apply **gradient fill** as background:

1. Click **Fill** in the **Background** properties.
2. Select color **A** for uniform fill (by default):



You can also apply gradient fill based on two colors.

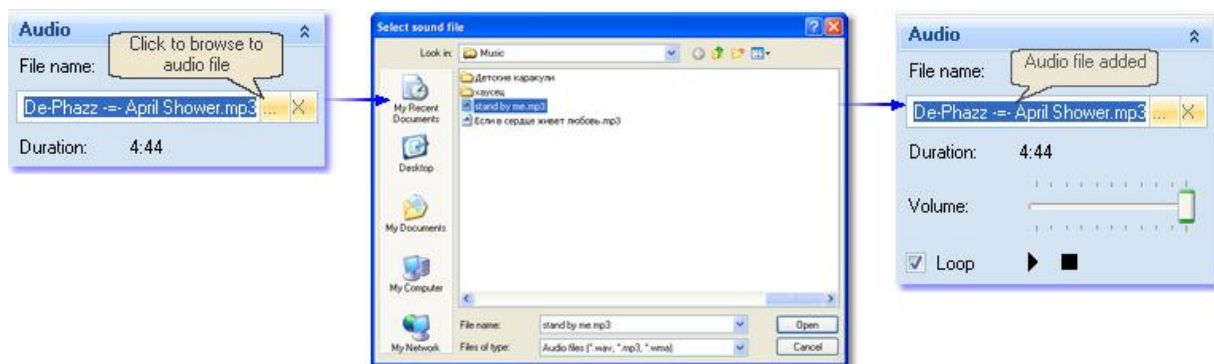
For this you need to select two colors (**A** and **B**) and the direction for gradient fill (9 options are available):



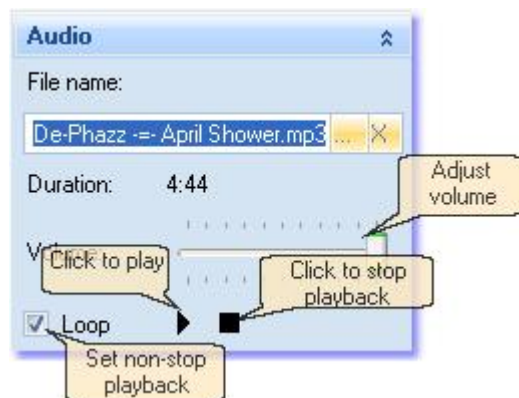
Page Audio

You can elaborate your presentation by adding an audio track to play during the page display.

1. Click to open the dialog for browsing to the file you want to add (.wav, .mp3, .wma).
2. Browse to the audio file and click **Open**. The file will be added to page presentation.



You can playback the audio file by clicking , using the volume slider to adjust volume. For non-stop playback, select the **Loop** checkbox:



To remove the audio file, click .

6.4.1.3 Region Properties

To modify region properties, select the region in the **Page Designer** by clicking  and go to the **Properties** tab of the **Dockable Pane**.

For a region you can define:

- [Region Name](#)
- [Location and size](#)
- [Background](#)

Region Name

By default regions are assigned a number based on the order in which they have been added to the [page](#).

You can assign a custom name to the region by typing it in the **Name** field:



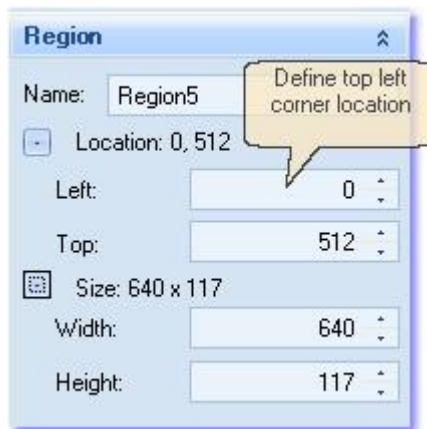
The region name will now appear in the [Timeline](#).

Location and Size

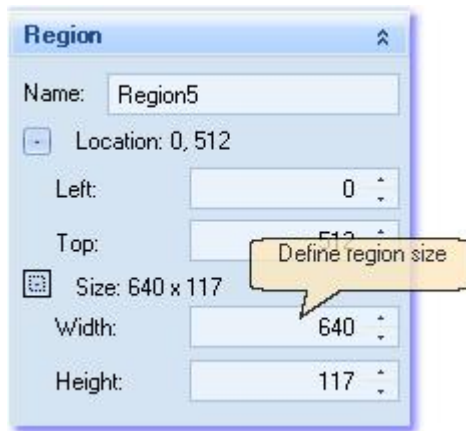
Region size and location are defined in the corresponding fields on the **Properties** tab of the **Dockable Pane**.

You can adjust region location by defining the placement of its top left corner:

- **Left:** positions the top left corner relative to the whole page width
- **Top:** positions the top left corner relative to the whole page height



To change region size, define the new values in the **Size** group of region settings:



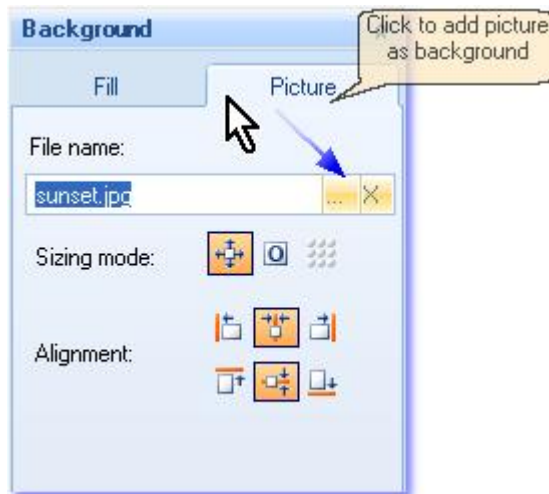
Region Background

Here you can define a background for a region [frame](#).

The background can be either an **image**, or **gradient fill**.

To add an **image** as background:

1. Click **Picture** in the **Background** properties.
2. Click  and select the file that you want to use as background:



3. Adjust picture alignment by using the **Sizing Mode** and **Alignment** settings.

-  **Stretch** to stretch the image to the maximum size that will fit in the region.
-  **Original Size** to reset to original image size.
-  **Tile** to tile the image to cover the whole background.

For **Stretch** and **Original size** you can fine tune image location using the corresponding buttons.

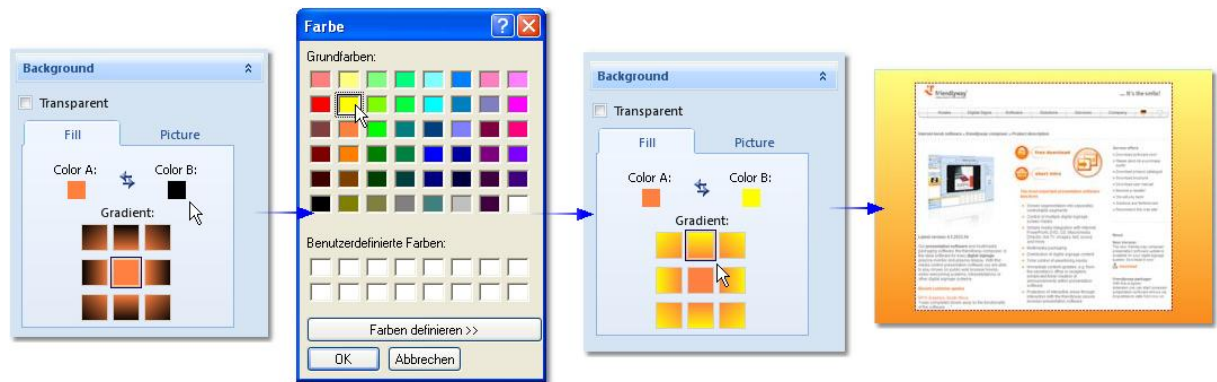
To apply **gradient fill** as background:

1. Click **Fill** in the **Background** properties.
2. Select color **A** for uniform fill (by default):



You can also apply gradient fill based on two colors.

For this you need to select two colors (**A** and **B**) and the direction for gradient fill (9 options are available):



6.4.1.4 Media Object Properties

Every media object has specific properties. See related topics:

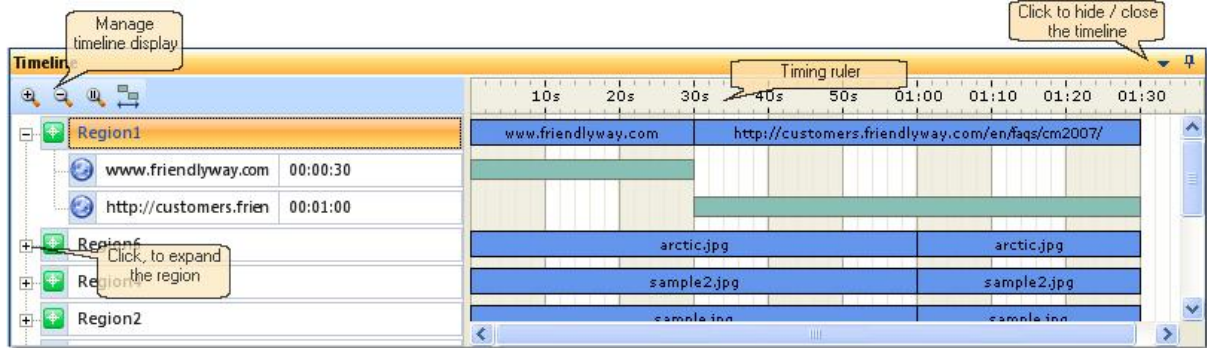
- [Flash](#)
- [Linked Project](#)
- [PDF](#)
- [Picture](#)
- [PowerPoint](#)
- [RSS](#)
- [Text](#)

For the changes in properties to take effect, click **Enter** or move to the next properties group. Clicking **Esc** will cancel the changes, and the values will be reset.

6.4.2 Timeline

The timeline is a tool for defining timing parameters of the media objects and regions making up the page.

The timeline displays the list of regions and their settings with respective media objects:



You can manage the timeline display as needed. To do it please use following buttons:



- enlarge scale division.



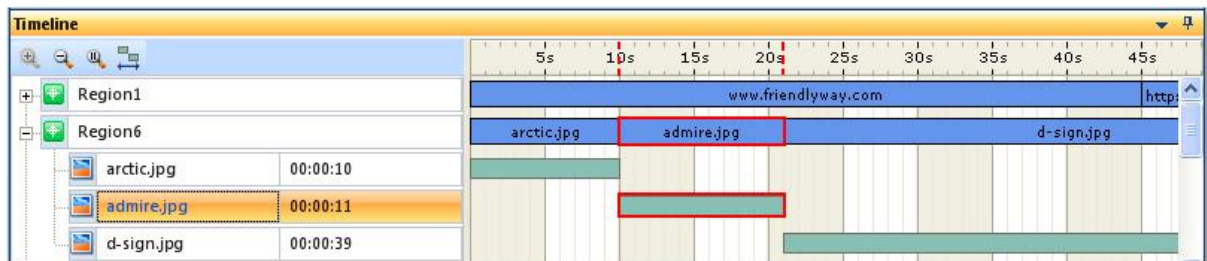
- reduce scale division.



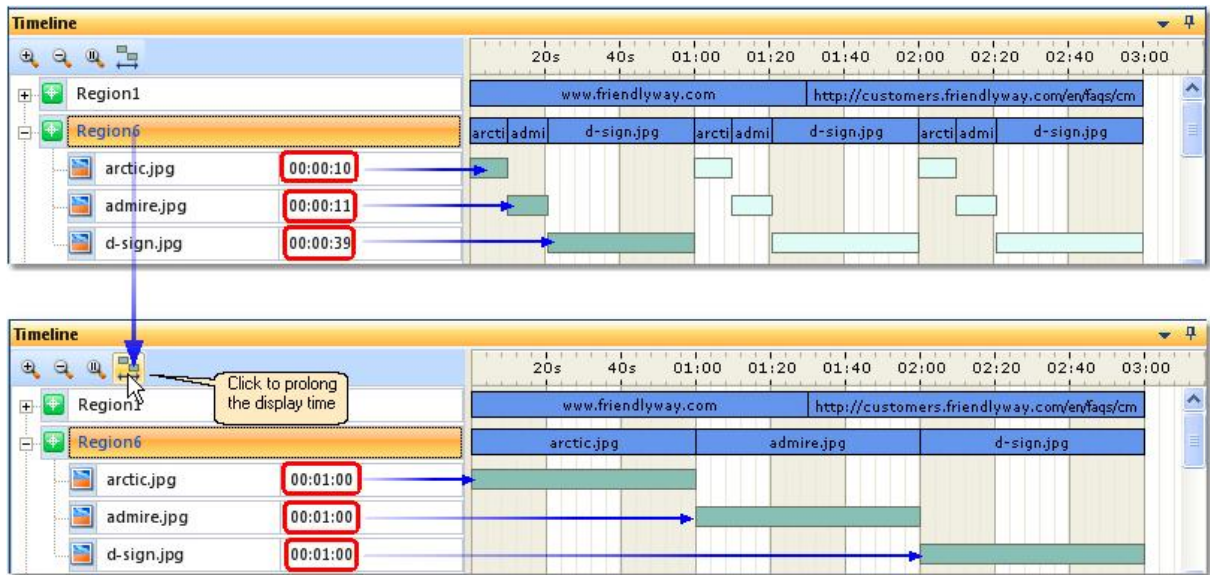
- fit the timing ruler to the page total time.

The timing bars indicate frame playback duration as compared to the other frames of the same region and the whole page.

For example, the first frame duration is 11 seconds. Therefore, the second frame duration (10 seconds) ranges from 11 to 21 seconds:

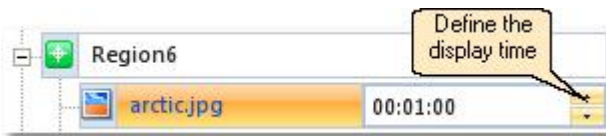


You can automatically prolong the display time of the region media objects and the display time of all objects will be balanced out. For this purpose select the region you need and click  :

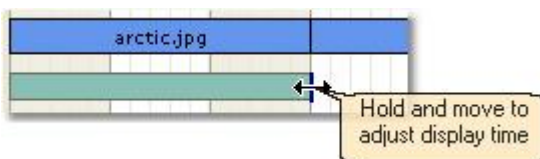


In the timeline, you can change object **display time**:

- select the object by clicking on it, and define the display time in the corresponding field:



- hold the right-most edge of the timing bar and move it using the ruler for orientation:

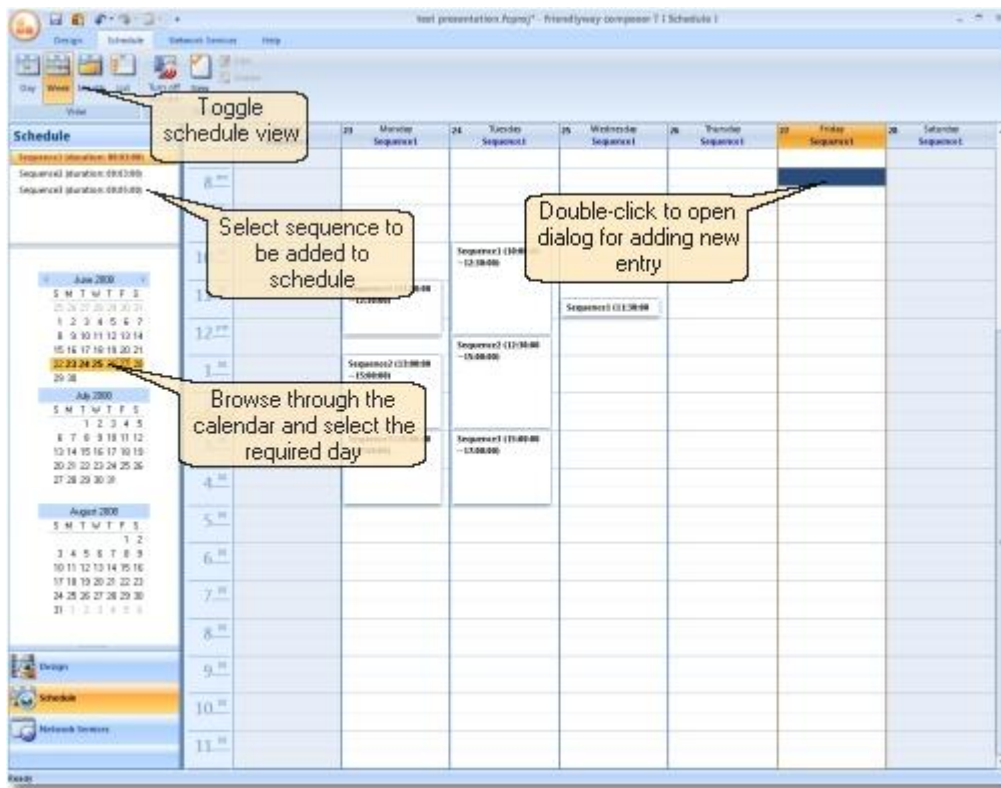


NOTE: You can only do this for objects that do not have a fixed display time, i.e. for texts, pictures and web objects.

6.5 Schedule

Using the tab **Schedule** in *friendlyway composer 7*, you can define schedules for when your composer projects should be displayed, i.e. some sequences can be played back e.g. at a given time on a given day.

To go to the Schedule, click **Schedule** in the [navigation pane](#) or go to the [Schedule tab](#) in the [ribbon](#). This will open the **Schedule** view:



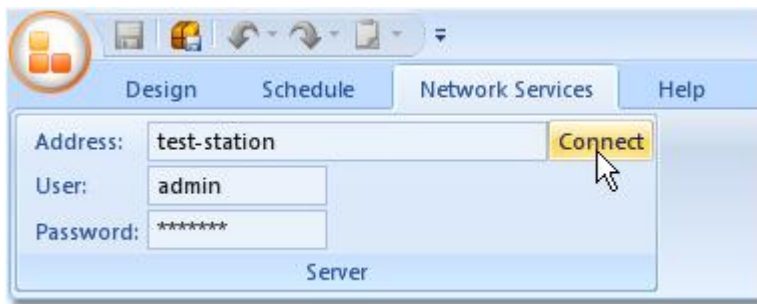
See [Create Schedule](#) for more details on creating schedules.

6.6 Network Services

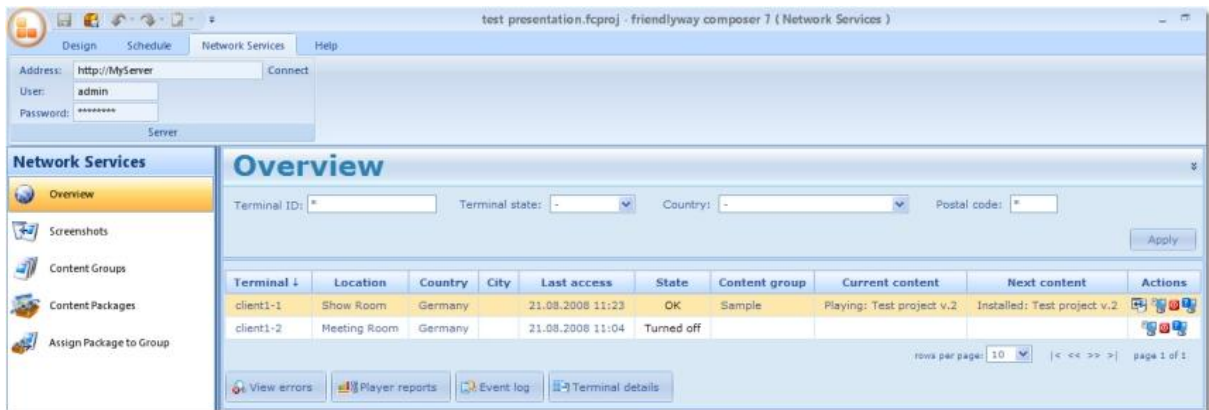
To ensure the interaction between *composer* work station and *player* work station/stations, you can use *composer network services*. There are two possible models of using *composer network services*:

- You can use *composer network services* server provided by friendlyway www.composernetworkservices.com (before the *composer 7* version 4.3 the friendlyway's *composer network services* server was hosted at www.client-manager.net). In this case you buy licenses for a certain number of clients, and use online services from friendlyway without own installation of *composer network services* server. Note that this model also implies that each client machine has internet connection.
- You can install *composer network services* on your own server. The *player* machines with client software will connect to your own server. In this case, no internet access is required if clients are inside of a closed network.

To switch to the **Network Services** operation mode, click the **Network Services** tab in the [ribbon](#) or on the [Navigation Pane](#). Entering the Network Services at first time you should specify www.composernetworkservices.com as server if you use friendlyway *network services* server or the name of your server if you use own server (in our sample "test-station"); enter proper user/password, and click **Connect**:



The **Overview** page will appear:

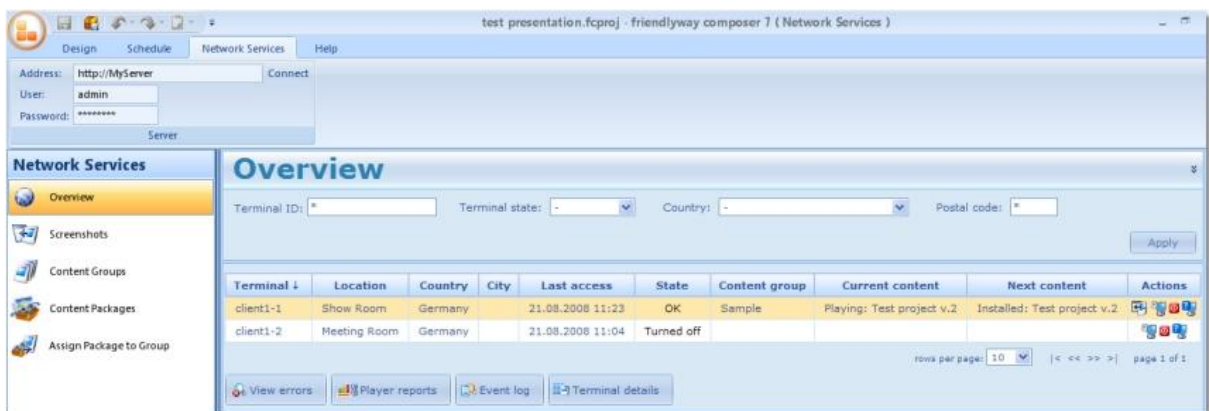


The Network Services navigation pane provides access to the following pages:

- [Overview](#)
- [Screenshots](#)
- [Content Groups](#)
- [Content Packages](#)
- [Assign Package to Group](#)

6.6.1 Overview

The **Overview** window provides the list of your terminals and enables you to view the following:



- [Filtered display options](#)

- [View errors](#)
- [Player reports](#)
- [Event log](#)
- [Terminal details](#)

The terminal information includes:

Terminal: the unique identifier of the terminal.

Location: the location of the terminal as defined by user (e.g. show room).

Country: the country where the terminal is installed.

City: the city in which the terminal is installed (a postal code could also be useful here).

Last access: the date and time of the last access to the terminal.

State: the state of the terminal can be of the following types:

- **Warnings:** immediately read the available warning(s) that might be helpful to prevent errors.
- **Errors:** some error(s) occurred (e.g. the memory state is critical).
- **Turned off:** the terminal is turned off.
- **OK:** the terminal operates without errors or warnings and has successfully sent its "Heart-Beat" to the server.
- **Failed:** the terminal has failed to send its "Heart-Beat" in a due time, so the state is not defined. It is recommended to check it manually.

Content group: the content group, which the terminal belongs to.

Current content: the multimedia packages currently playing on the terminal.

Next content: the multimedia package scheduled for play back after the current one.

Actions: Click the shortcut icons to perform the following actions with the current terminal:



Get current state: Check the state of the terminal right away.



Reboot: Restart the currently selected terminal.



Remote access: Start a remote access program (VNC) that will access the currently selected terminal. In case you do not have such a program, the system will suggest you to download it.



Screenshot: View the screenshot of the terminal.

Filtering display options

You can filter the entries to be displayed by using the following filtering options:

Terminal state: Select the state of the terminals you want to sort out, or select the hyphen (-) not to filter by terminal state:

- **Warnings:** display only the terminals with some warnings that might be helpful to prevent errors.
- **Errors:** display the terminals with certain errors (e.g. the memory state is critical).
- **Turned off:** display the list of turned off terminals only.
- **Failed:** display the terminals that have not sent their Heart-Beat in due time.
- **Only OK:** display the terminals without errors or warnings that have successfully sent the Heart-Beat to the server.
- **Only not OK:** display the terminals that have some errors or/and warnings or those that have not sent their Heart-Beat in due time.

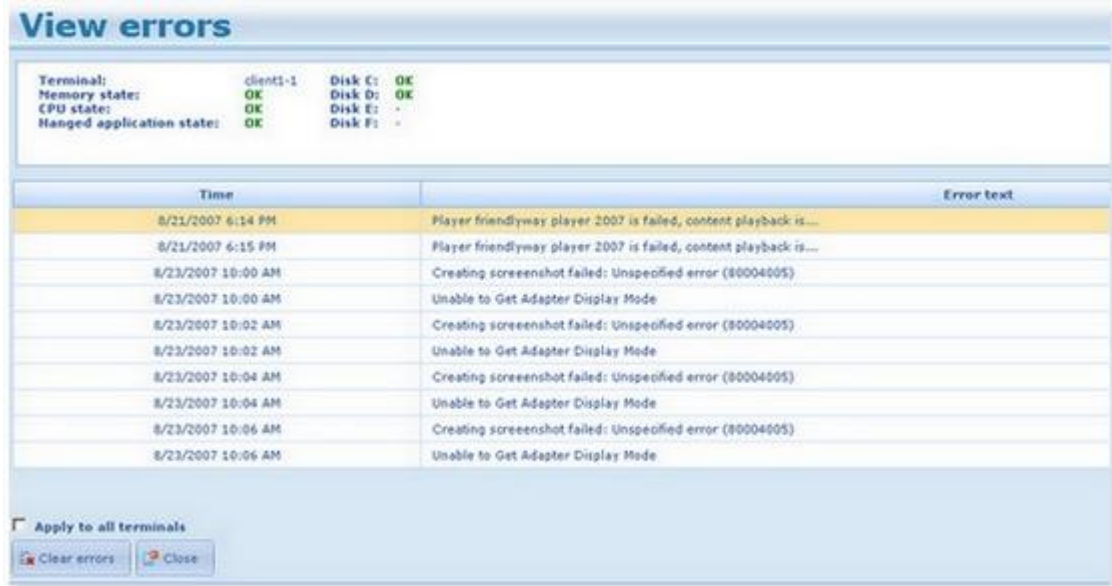
State monitoring: Select Active, Passive or none. When state monitoring is activated, the system controls and analyses the state of the terminals and sends messages to the service.

Country: Select the country here (countries are grouped for your convenience), or select the hyphen (-) not to filter by country.

Postal code: Type the postal code of the terminal to be displayed. You can use the asterisk (*) in this field instead of one or several digits. For example, if you type one asterisk *, terminals with any postal code will be sorted out (depending on other search criteria). If you combine the asterisk with other digits, e.g. 21*3, all postal codes starting with 21 and ending with 3 will be displayed.

View Errors

Click the View errors button to see the list of errors (if available) for the currently selected terminal:



The detailed description of errors includes the date and time when the error occurred, the error text (e.g. "Server did not respond" or "URL 12.345.678.90 : HTTP connect failed", etc.), as well as memory state, CPU utilization (OK, Critical) and the number of hanged applications. Click

Clear errors to remove all errors from the list.

Apply to all terminals: select this checkbox and click **Clear errors** to clear errors for all terminals.

Player reports

To view player report, click **Player reports**. This will open the window for specifying the content group or terminals for which you want to see the report, and the interval for the report (start time and end time):

Player report

Select groups or terminals: Groups

Start time: 11.05.2008 08:17:03 End time: 11.06.2008 08:17:03

Groups:

- TEST GROUP
- Test_M
- wasil
- webinar

Terminals:

- client185-13
- client185-14
- client185-22
- client185-24
- client185-25

Next Cancel

Select the group/terminal, start time and end time, and click **Next** to move to the next step:

Player report

Selected groups: dev

Start time: 7/24/2007 9:37:09 PM End time: 8/24/2007 9:37:09 PM

Media formats:

- All media types
- Bild

Files:

- internetterminal1.jpg
- internetterminal2.jpg
- internetterminal4.jpg

Back Next Cancel

Select the **Media format**, and then the **Files** for which you want to see the report (if you don't select any files, the report will be generated for all files of the selected media format); click **Next** to view the report:

Player report

Selected groups: dev

Start time: 7/24/2007 9:37:09 PM End time: 8/24/2007 9:37:09 PM

Group by: No groups

Media	File name	Display time
internetterminal1.jpg	internetterminal1.jpg	00:28:50
internetterminal2.jpg	internetterminal2.jpg	00:25:28
internetterminal4.jpg	internetterminal4.jpg	02:23:00

Print Back Cancel

In the report you will see the type of media file, the file name, and the display time for that file. You can print out the report by clicking **Print**.

Event log

Click **Event log** and specify the terminal, the date, and the application (*secure browser*, *client service*, or *All*) for which you want to see the event log (events being screen upload, getting package, etc.):

Event ID	Time	App	Event	Text
9059938	28.08.2007 3:00	cs	I	Screenshot uploaded successfully
9059939	28.08.2007 3:02	cs	I	Terminal client229-1 contacted server at client-manager.net (17:02:05). Next
9059940	28.08.2007 3:02	cs	I	Screenshot uploaded successfully
9059941	28.08.2007 3:04	cs	I	Screenshot uploaded successfully
9059942	28.08.2007 3:06	cs	I	Screenshot uploaded successfully
9059943	28.08.2007 3:07	cs	I	Terminal client229-1 contacted server at client-manager.net (17:07:07). Next
9059944	28.08.2007 3:09	cs	I	Screenshot uploaded successfully
9059945	28.08.2007 3:10	cs	I	Screenshot uploaded successfully
9059946	28.08.2007 3:12	cs	I	Terminal client229-1 contacted server at client-manager.net (17:12:09). Next
9059947	28.08.2007 3:12	cs	I	Screenshot uploaded successfully

Close

The event log includes:

Event ID: the unique identifier of the event.

Time: the time at which the event occurred.

App: the application that played back the event.

Event: event type. Event type can be I - information, W - warning, E - error.

Text: event description.

Terminal details

The **Terminal Details** option allows you to see accurate information on the current content of the selected terminal:

Terminal details

Acquire accurate information on the current content of the terminal you selected.

Details

Terminal ID: client185-24
Location: Test Unterfoering 1
Current package: webinar
Version: 2
Next package:
Version:



Package folders

Monitor the statistics on the elements of your content for the selected terminal or reinstall your content in case of errors or inconsistencies.

☐ Apply to all terminals

Reinstall content

Name↑	Type	Begin download	End download	Installed at	Playback since
webinar	Composer 7	06.05.2008 10:48:31	06.05.2008 10:49:02	06.05.2008 10:49:03	06.05.2008 10:49:03

Close

< << >> > page 1 of 1

The **Details** pane displays:

Terminal ID - the unique identifier of the terminal.

Location - the physical location of the terminal.

Current package - the multimedia package currently displaying on the terminal.

Version - the current package version.

Next package - the multimedia package scheduled for display after the current one.
Version - the next package version.

In the **Package folders** pane you can monitor the elements of your content for the selected terminal or re-install the content to remove errors or inconsistencies.

To re-install the content on all terminals, select check-box **Apply to all terminals** and click **Reinstall content**.

The table displays the details of each package unit installed on the terminal:

Name: package name

Type: the type package (Composer, Composer2007, Secure Browser).

Begin download: the time at which package download started

End download: the time at which package download ended

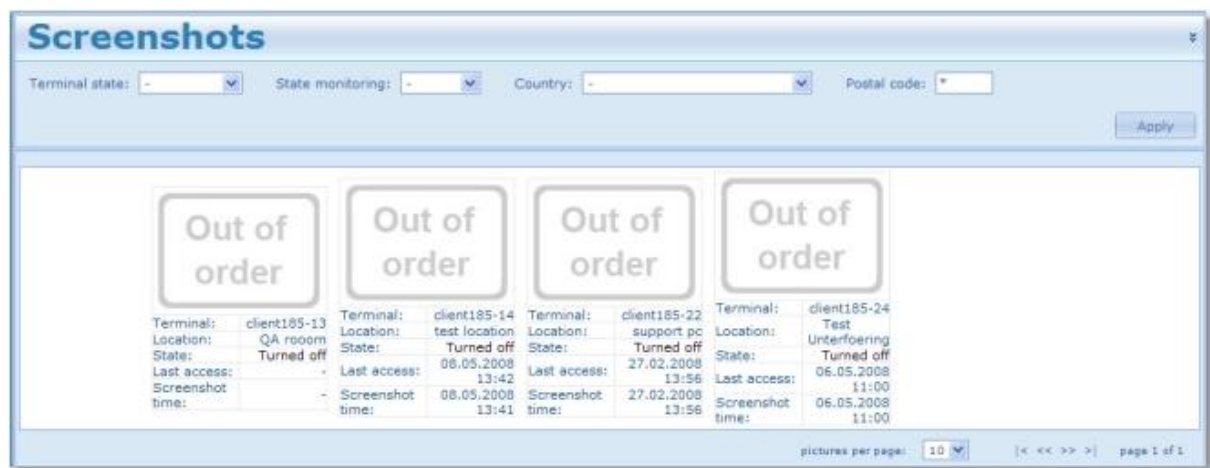
Installed at: the time at which package was installed

Playback since: the time at which package was first played back.

6.6.2 Screenshots

The **Screenshots** window allows you to view screenshots from the terminals, including DirectX surfaces.

The interval for screenshooting is set either locally in the client service configuration (tab **Monitoring**), or at the server from the administration console (the **Terminals** window). By default the screenshot interval is set to 120 seconds.



Filter the terminals by selecting the appropriate entry in fields **Terminal state**, **State monitoring**, **Country**, **Postal code** and clicking the **Apply** button. You can also define the number of pictures to be displayed per page (5, 10, 20 etc.).

For each terminal matching the selection criteria the most recent screenshot is displayed, as well as some additional information on the terminal operability: **terminal name**, **location**, **state**, **last access time**, **screenshot time**.

If a terminal is turned off or if the screenshooting is disabled (the screenshot time is set to 0), the **Out of order** screen is displayed. If a terminal failed, the **Terminal failed** picture will appear.

6.6.3 Content Groups

Here you can organize terminals into logical groups and assign content to the selected group.

The **Content groups** window displays the info on the currently existing content groups and provides the following functionality:

- [View details](#)
- [Assign package](#)
- [Create/edit group](#)
- [Delete group](#)

Name	Description	Current package	Current version	Next package	Next version	Terminals
webinar		webinar	2			1
TEST GROUP	TEST GROUP	Empty	0			0
Test_M		test 27	1			1
Test 1		Empty	0			0

Name: content group name.

Description: a description of the content group.

Current package: the name of the current content package.

Current version: the version of the current content package.

Next package: the name of the next package scheduled for this content group.

Next version: the version of the next content package.

Terminals: the number of terminals included into the current content group.

View details

To view the details of the selected content group, select the group in the table and click **View details**. This will open the window with group details:

Group details

View the information on the terminals of the selected group and relevant content.

Group name: webinar
Group description:

Edit group

Click to switch to editing group details

Current package

Make use of viewing the current package for the terminal group and its settings.

Content package: webinar
Description:
Version: 2
Download time: 06.05.2008 10:48:06
Play time: 06.05.2008 10:48:06
Play back after download: ☒

Edit package

Click to switch to editing package details

Next package

Content package:
Description:
Version:
Download time:
Play time:
Play back after download: ☐

Assign package

Click to switch to assigning package to group

Group name: The name of the group.

Group description: The description of the group.

Current package: The current content assigned to the group, including package name, description, version, download/play time.

Next package: The next package assigned to the group, including package name, description, version, download/play time.

You can also view details of the content for the selected terminal and terminal details.

Group terminals

Check state of each terminal from this group.

Terminal ID	Location	Current content	Next content
client185-24	Test Unterfoering	Playing: webinar v.2	Installed: webinar v.2

View terminal details

Click to view terminal details

< << >> > | page 1 of 1

Terminal ID: the unique identifier of the terminal.

Location: the location of the terminal.

Current content: The content currently assigned to the group and the version of this content.

Next content: The next content that will be assigned to this group and the version of this content.

Assign package

To assign a content package to a group of terminals, click **Assign package**. This will open the window for assigning package:

Assign content

Assign a new content package for the selected group.

Group: Test_M
Description:

View details

The current assignment of the content package.

Current package

Content package:	test 27
Version:	1
Description:	
Download time:	27.02.2008 11:53:47
Playback time:	27.02.2008 11:53:47
Play back after download:	☒

View current package

Assign the following content package for the selected group

Next package

Content package: Empty package
Version: -
Description:
Download time: 11.06.2008 13:32:54
Playback time: 11.06.2008 13:32:54
Play back after download: ☐

Define next package parameters

OK Cancel

Select the group to which you want to assign a package.

In the **Next package** pane select the **Content package, Version, Download / Playback time**. If you want the package to be played back right after it has been downloaded, select **Playback after download** checkbox.

Click **OK** to apply changes. The new content package is now assigned to the selected group.

Create/edit group

To create/edit a group from the available terminals, click **Create group** or **Edit group** respectively. This will open the window for creating/editing content groups:

Create content Group

Combine terminals into one group and install a license.

Group name: Show Room [Edit](#)

Description: [Edit](#)

Current package:

Version:

Next package:

Version:

Selected terminals, Name [Location]:

client185-25 [asd]

Available terminals, Name [Location]:

client185-13 [QA room]
client185-14 [test location]

<< >>

Create terminal OK Cancel

Click to add group name / group description

Group name: Assign the group name. The name of the group should be unique. A group with an empty name cannot be created.

Current package: The current content assigned to the group and the version of the content.

Next package: The next content that will be assigned to the group and the version of the content.

Selected terminals, Name [Location]: The terminals assigned to this group.

Available terminals, Name [Location]: The terminals that can be assigned to this group.

Create new terminal: Switch to the page for registration of a new terminal that will be available for selection.

Ok: The provided data will be validated and the new group will be created.

Cancel: Cancel the provided data and switch to the previous page.

Delete group

To remove a group, select it in the table and click **Delete group**:

Content groups

Experience handy management of your terminal groups.

Available groups

Click the "View details" button to see the current status of the group. Using the "Assign package" button you can assign a new content package to the selected group quick and easily.

View details Assign package

Name	Description	Current package	Current version	Next package	Next version	Terminals
webinar		webinar	2			1
TEST GROUP	TEST GROUP	Empty	0			0
Test_M		test 27	1			1
Test 1		Empty	0			0

Create group Edit group Delete group

page 1 of 1

6.6.4 Content Packages

Management of **Content Packages** allows you to upload the content onto the server.

A page listing available packages (if any) and providing functions for content packages management will be displayed:

Content packages

Enjoy the flexible management of your content packages

Available content packages

Use "Upload package" button for uploading package to the server and "Download package" button for downloading content package from the server. Click "Assign package to group" button to transfer the selected package to the required terminal group on the fly.

Upload package Download package Assign package to group

Name	Last version	Description	Total units	Use count
080419-info2_3	3		1	0
webinar	3		1	1
test 27	1		1	1
test23	1		1	0

Edit package Delete package

page 1 of 1

The content packages table displays the information on the existing content packages:

Name: the name of the content package.

Last version: the last version of the content package.

Description: a description of the content package.

Total units: the total number of units in the content package.

Use count: the number of terminals to which the package is assigned.

From this page, you can:

- [Upload package](#)
- [Download package](#)
- [Assign package to group](#)
- [Edit package](#)
- [Delete package](#)

Upload package

Use **Upload package** button for uploading the current project:

Download package

Select the package from the list you want to download from the server, and click **Download package**:

Upload package Download package Assign package to group				
Name↓	Last version	Description	Total units	Use count
18_03	2		2	0
black angus	1		1	1
cover	1		1	0
dvb-t	1		1	0
qqq	1		1	0
s2	2		1	1
sample1	1		1	0
sample2	1		1	0
small	5		1	0
test for robert	2		1	1
Edit package Delete package				
< << >> > page 1 of 2				

The downloaded project will be opened in operation mode **Design**.

Assign package to group

To assign a content package to a group of terminals, click **Assign package to group**. This will open the window for assigning package:

Assign content

Assign a new content package for the selected group.

Group: Test_M
Description:

View details

The current assignment of the content package.

Current package

Content package: test 27
Version: 1
Description:
Download time: 27.02.2008 11:53:47
Playback time: 27.02.2008 11:53:47
Play back after download: ☒

View current package

Assign the following content package for the selected group

Next package

Content package: "Empty package"
Version:
Description:
Download time: 11.06.2008 13:32:54
Playback time: 11.06.2008 13:32:54
Play back after download: ☐

Define next package parameters

OK Cancel

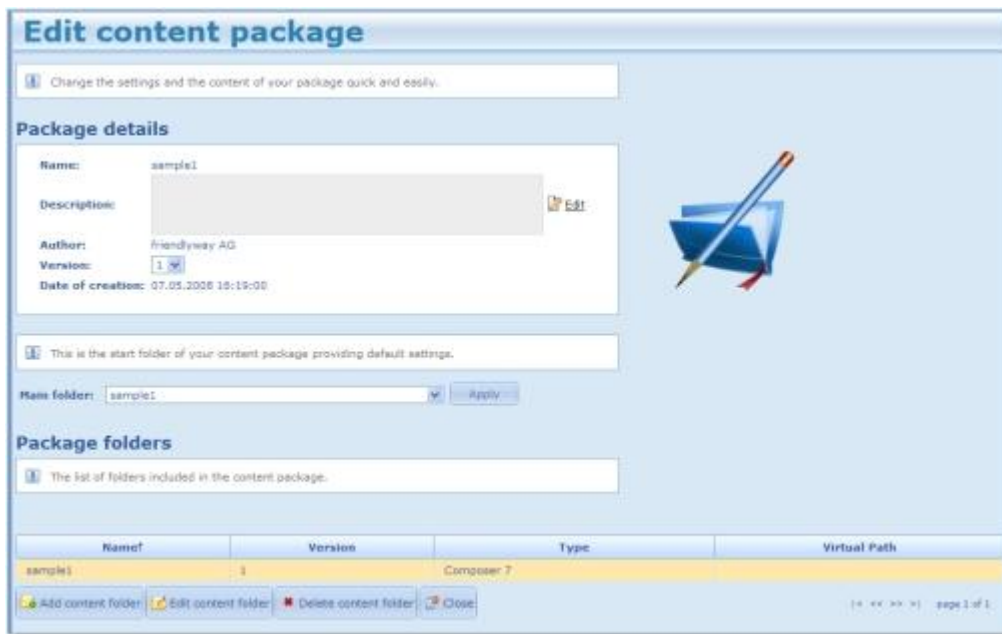
Select the group to which you want to assign a package.

In the **Next package** pane select the **Content package, Version, Download / Playback time**. If you want the package to be played back right after it has been downloaded, select checkbox **Playback after download**.

Click **OK** to apply changes. The new content package is now assigned to the selected group.

Editing content package

To open the window for editing content package, click **Edit package**. The following window will appear:



Content package details include:

Package name: The name of the content package.

Description: The description of the content package.

Author: The author of the content package.

Version: Select the version of the content.

Date of creation: The date when the content package was created.

Main folder: The key folder is the start folder (i.e. unit) to be played back.

Apply: Assign the key folder for the content package.

Package folders: A list of all folders of the content.

The list displays:

Name: folder name.

Version: the version of the selected folder.

Type: the type of the content package (secure browser, composer 7).

Virtual Path: A virtual path, by which the folder will be available on the terminal as a Web project.

From this window, you can:

- Add content folder
- Edit content folder
- Delete content folder

- **Adding content folder**

To open the window for adding content folder, click **Add content folder**:

New folder

Package information

Package details

Name: sample1

Description:

Author: friendlyway AG

Date of creation: 07.05.2008 16:19:00

You can add your web project to the selected package.

Folder name:

Local path:

Client path: [default]

Virtual path:

Specify the following details for the new content folder:

Name: The name of the content package.

Description: The description of the content package.

Author: The author of the content package.

Date of creation: The date when the content package was created.

Folder name: the folder name defined by user.

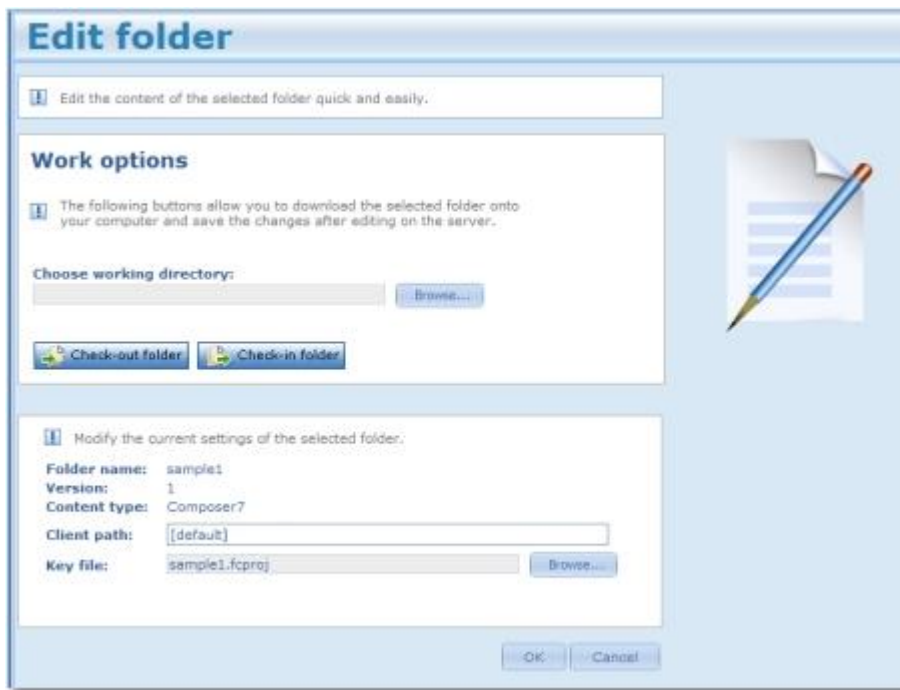
Local path: The local path to the folder.

Client path: The destination for the folder installation on a remote terminal. If [default] is selected, the folder will be installed to the default directory selected for the content storage for this terminal.

Virtual path: A virtual folder in the IIS (Internet Information Services). If this folder needs to be accessible via HTTP, and IIS is installed on the terminals, by setting this parameter you will get access to `http://terminal_name/Virtual/path/`.

- **Editing content folder**

Click **Edit content folder** to open the window for editing content folder:



Working directory: Select the directory by clicking **Browse**.

Check out folder: Download the content to the local user PC. The Upload Monitor will open, where you can view the current tasks and their statuses, view log information, pause, resume and abort package uploading.

Check in folder: Upload the content to the server. The Upload Monitor will open, where you can view the current tasks and their statuses, view log information, pause, resume and abort package uploading.

Folder name: The name of the folder.

Version: The version of the selected folder.

Content type: The type of the content (*secure browser, composer 7*)

Client path: The path for the folder to be installed on a remote terminal. If [default] is selected, the folder will be installed to the default directory selected for the content storage for this terminal.

- **Delete content folder**

To remove a content folder, select the folder in the table and click **Delete content folder**.

Delete package

To remove a content package, select it in the table and click **Delete package**. Please note, that you can only delete a content package that is not assigned to any group.

6.6.5 Assign Package to Group

To assign a content package to a group of terminals, click **Assign package to froup**. This will open the window for assigning package:

Select the group to which you want to assign a package.

In the **Next package** pane select the **Content package**, **Version**, **Download / Playback time**. If you want the package to be played back right after it has been downloaded, select checkbox **Playback after download**.

Click **OK** to apply changes. The new content package is now assigned to the selected group.

6.7 Media Objects

A media object is a multimedia file placed on the presentation [page](#).

A media object has attributes describing its placement, appearance and time behavior that can be configured on the **Properties** tab of the [Dockable Pane](#).

With *friendlyway composer 7* you can add the following media files in your [project](#):



Flash (*.swf, *.flv)



PDF



Picture (any format)



PowerPoint (*.ppt, *.pptx)



RSS (ATOM 1.0, RSS 2.0)



Text (.rtf, .txt)



TV



Video



Web (*.html, *.htm)



Linked Project (*.fcproj)

Each media object has a number of properties that can be modified to suit the presentation:

Media Object	Object Properties
 Web	Placement , Time , Transition , Web Page , Preview
 Video	Placement , Time , Transition , Source File , Text over Video , Video , Preview
 RSS	Placement , Time , Feed source , Settings , Filters , Preview
 Text	Placement , Time , Source File , Settings , Text Editor , Preview
 TV	Placement , Time , Transition , Channel , Output Settings
 PowerPoint	Placement , Time , Transition , Source File , PowerPoint , Preview
 Picture	Placement , Object Display Time , Transition , Source File , Preview
 PDF	Placement , Object Display Time , Transition , Source File , PDF Properties , PDF Preview
 Flash	Placement , Object Display Time , Transition , Source File , Preview
 Linked Project	Placement , Time , Source File , Preview

You can see all files used in the project on the **Content** tab of the [Dockable Pane](#).

All media files incorporated in the [project](#) are stored in the same folder as the project.

6.7.1 Flash

To modify flash object properties, select the object by clicking on it and go to the **Properties** tab of the [Dockable Pane](#).

Flash object properties include:

- [Placement](#)
- [Object Display Time](#)
- [Transition](#)
- [Source File](#)
- [Flash Preview](#)

Placement

Here you can define object **sizing, alignment, location** and **size**.

Sizing

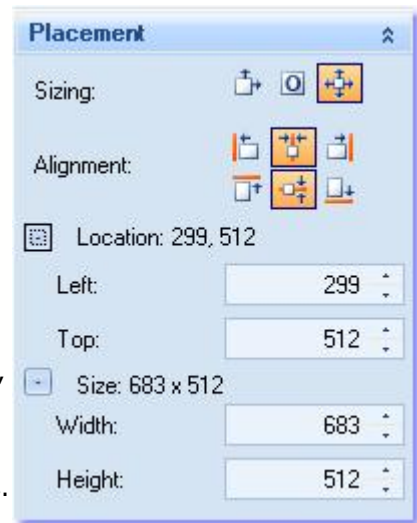
-  - custom object size.
-  - original object size.
-  - object size stretched to fit region size.

Alignment

The object can be aligned horizontally (left, right, or centered), and vertically (top, bottom, or centered).

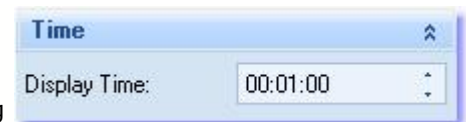
Location and Size

Object size and location are defined in the corresponding fields.



Object Display Time

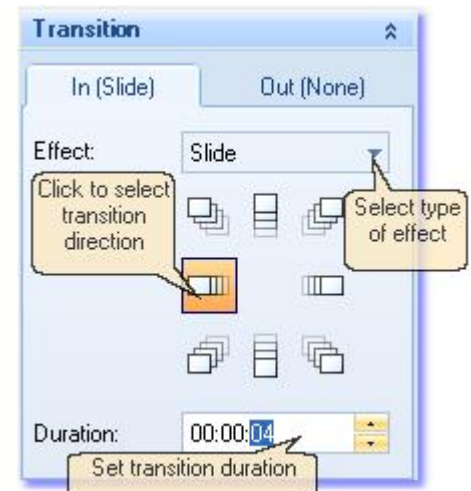
A flash object is a *discrete* object, i.e. an object with a predefined playback duration. But the user can modify the display time of a flash object manually, because the flash display time can be different on different PCs and when playing back in different applications.



Transition

Transition is the visual effect that defines the way a particular object changes to the next one. Three options are available:

- **None**
- **Slide** - the object slides over the preceding one in the selected direction.
- **Expand** - the object expands over the preceding one in the selected direction.



Source File

For a flash object acceptable format of the source file is *.swf and *.flv.

The **Source File** property allows viewing the file name of the current media object and changing the media object file.

NOTE: You cannot enter a file name manually. To change the file name, click  to open the file selection dialog.

To change the object file, click  and browse to the file you want to use instead of the current one.



Flash Preview

To preview your flash file, click **Start** in the **Flash Preview** area. To stop preview, click **Stop**.



6.7.2 Linked Project

To modify linked project properties, select the object by clicking on it and go to the **Properties** tab of the [Dockable Pane](#).

Linked project properties include:

- [Placement](#)
- [Time](#)
- [Source File](#)
- [Preview](#)

Placement

Here you can define object **sizing**, **alignment**, **location** and **size**.

Sizing



- custom object size.



- original object size.



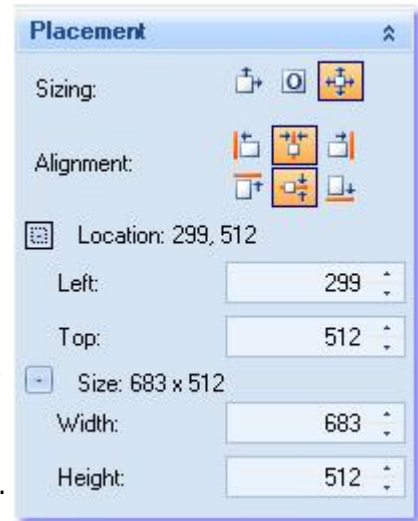
- object size stretched to fit region size.

Alignment

The object can be aligned horizontally (left, right, or centered), and vertically (top, bottom, or centered).

Location and Size

Object size and location are defined in the corresponding fields.



Time

After you have inserted a linked project the original display time of this project will be displayed. This display time can be changed by user in the corresponding field of the dockable pane or by means of [Timeline](#).

If you want to restore the original display time of the subproject click **Refresh content**.



Source File

The **Source File** property allows viewing the file name of the current media object and changing the media object file.

NOTE: You cannot enter a file name manually. To change the file name, click  to open the file selection dialog.

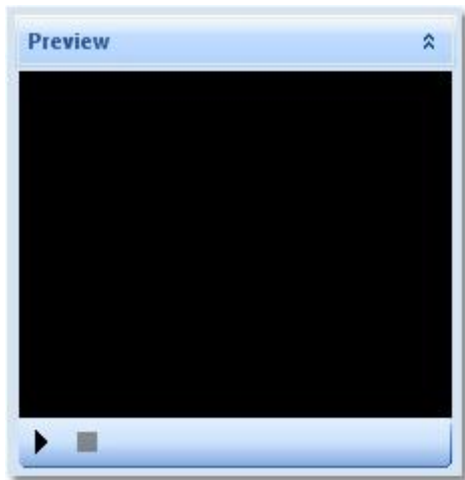
To change the object file, click  and browse to the file you want to use instead of the current one.



Preview

To preview your linked project, click  in the **Preview** area.

To stop preview, click .



6.7.3 PDF

To modify video object properties, select the object by clicking on it and go to the **Properties** tab of the [Dockable Pane](#).

PDF properties include:

- [Placement](#)
- [Object Display Time](#)
- [Transition](#)
- [Source File](#)
- [PDF Properties](#)
- [PDF Preview](#)

Placement

Here you can define object **sizing**, **alignment**, **location** and **size**.

Sizing



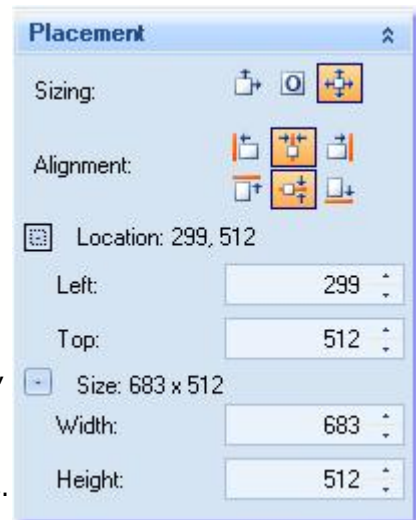
- custom object size.
- original object size.
- object size stretched to fit region size.

Alignment

The object can be aligned horizontally (left, right, or centered), and vertically (top, bottom, or centered).

Location and Size

Object size and location are defined in the corresponding fields.

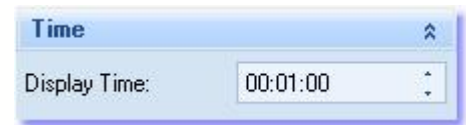


Object Display Time

A PDF object is a *discrete* object, i.e. an object with a predefined playback duration that cannot be changed.

Therefore, **Object Display Time** will display its **Original length** only that cannot be modified by user.

PDF duration is the sum of all **Page time** values defined in the [PDF Properties](#).

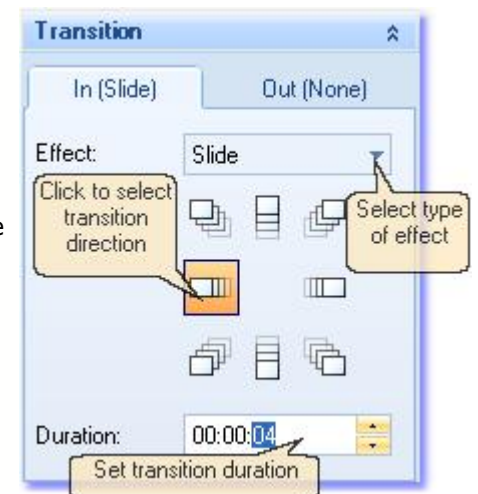


Transition

Transition is the visual effect that defines the way a particular object changes to the next one.

Three options are available:

- **None**
- **Slide** - the object slides over the preceding one in the selected direction.
- **Expand** - the object expands over the preceding one in the selected direction.



Source File

The **Source File** property allows viewing the file name of the current media object and changing the media object file.

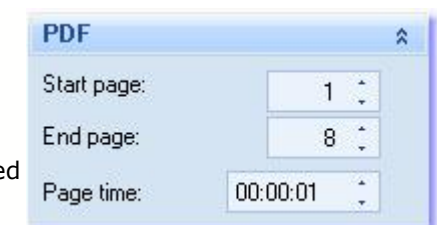
NOTE: You cannot enter a file name manually. To change the file name, click  to open the file selection dialog.



PDF Properties

PDF properties include:

- **Start page** - the page that will be first displayed in the presentation.
- **End page** - the page that will be last displayed in the presentation.
- **Page time** - the amount of time each page will be displayed on the screen.



PDF Preview

You can preview your PDF object in the **PDF Preview** area.

To look through the pages, scroll the slider or define the page you want to jump to in the **Page** field:



6.7.4 Picture

To modify picture properties, select the object by clicking on it and go to the **Properties** tab of the [Dockable Pane](#).

Picture properties include:

- [Placement](#)
- [Object Display Time](#)
- [Transition](#)
- [Source File](#)
- [Preview](#)

Placement

Here you can define object **sizing, alignment, location and size**.

Sizing



- custom object size.



- original object size.



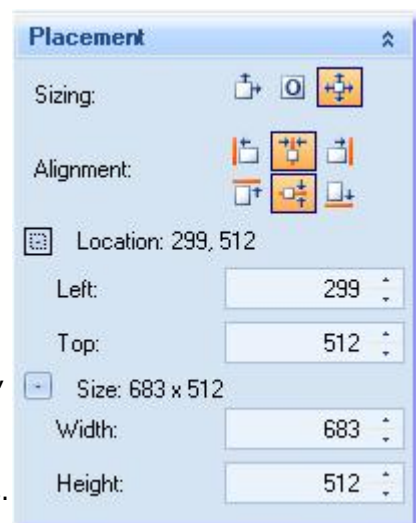
- object size stretched to fit region size.

Alignment

The object can be aligned horizontally (left, right, or centered), and vertically (top, bottom, or centered).

Location and Size

Object size and location are defined in the corresponding fields.

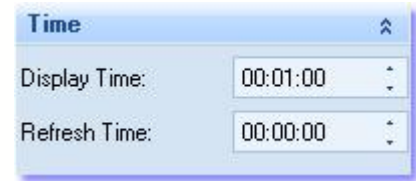


Object Display Time

Picture is an *analog* object, i.e. an object with an indefinite playback duration, i.e. user can easily change it. The timing properties for a picture include:

- **Display time** (the amount of time the object will be displayed on the screen), and
- **Refresh time** (the amount of time after which the object will be replaced with the next one, if available).

Adjust the timing properties in the corresponding fields.

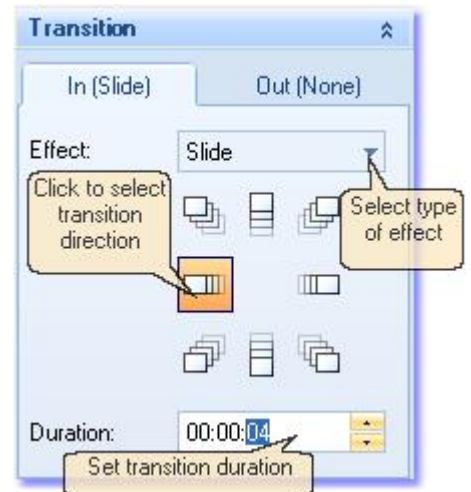


Transition

Transition is the visual effect that defines the way a particular object changes to the next one.

Three options are available:

- **None**
- **Slide** - the object slides over the preceding one in the selected direction.
- **Expand** - the object expands over the preceding one in the selected direction.



Source File

For a picture object all image formats are acceptable.

The **Source File** property allows viewing the file name of the current media object and changing the media object file.

NOTE: You cannot enter a file name manually. To change the file name, click  to open the file selection dialog.

To change the object file, click  and browse to the file you want to use instead of the current one.



Preview

A picture is a static object, therefore picture preview displays the object:



6.7.5 PowerPoint

To modify PowerPoint object properties, select the object by clicking on it and go to the **Properties** tab of the [Dockable Pane](#).

PowerPoint object properties include:

- [Placement](#)
- [Time](#)
- [Transition](#)
- [Source File](#)
- [PowerPoint](#)
- [Preview](#)

Placement

Here you can define object **sizing, alignment, location** and **size**.

Sizing



- custom object size.



- original object size.



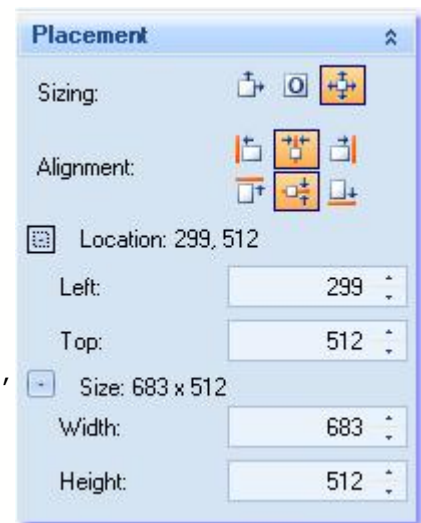
- object size stretched to fit region size.

Alignment

The object can be aligned horizontally (left, right, or centered), and vertically (top, bottom, or centered).

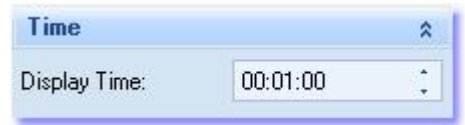
Location and Size

Object size and location are defined in the corresponding fields.



Time

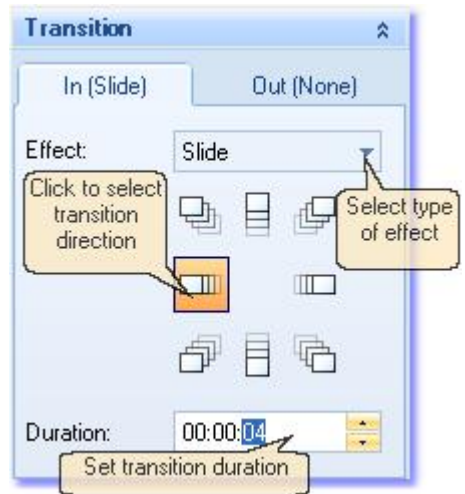
A PowerPoint object is a *discrete* object, i.e. an object with a predefined playback duration that cannot be changed. Therefore, **Object Display Time** will display its **Original length** only that cannot be modified by user. The display time will equal its original length.



Transition

Transition is the visual effect that defines the way a particular object changes to the next one. Three options are available:

- **None**
- **Slide** - the object slides over the preceding one in the selected direction.
- **Expand** - the object expands over the preceding one in the selected direction.



Source File

For a PowerPoint object the acceptable format of the source file is ***.ppt**.

The **Source File** property allows viewing the file name of the current media object and changing the media object file.

NOTE: You cannot enter a file name manually. To change the file name, click  to open the file selection dialog.

To change the object file, click  and browse to the file you want to use instead of the current one.



PowerPoint

The PowerPoint property allows two modifications to the current file: **editing** and **re-writing**.

- **Edit** - click this button if you want to edit the current PowerPoint presentation. This will open MS PowerPoint. Once you've made changes to the presentation, the conversion wizard will open again offering to convert the presentation to .wmv video file. If you cancel conversion process at this point, you can still do it later using the **Rewrite** button.
- **Rewrite** - click this button if you want to rewrite the current PowerPoint file with the changes made at the **Edit** step.

Preview

To preview your PowerPoint file, click  in the **Preview** area.

Adjust the volume using the preview controls.



6.7.6 RSS

To modify RSS object properties, select the object by clicking on it and go to the **Properties** tab of the [Dockable Pane](#).

RSS object properties include:

- [Placement](#)
- [Time](#)
- [Feed source](#)
- [Settings](#)
- [Filters](#)
- [Preview](#)

Placement

Here you can define object **sizing**, **alignment**, **location** and **size** of RSS object

Sizing

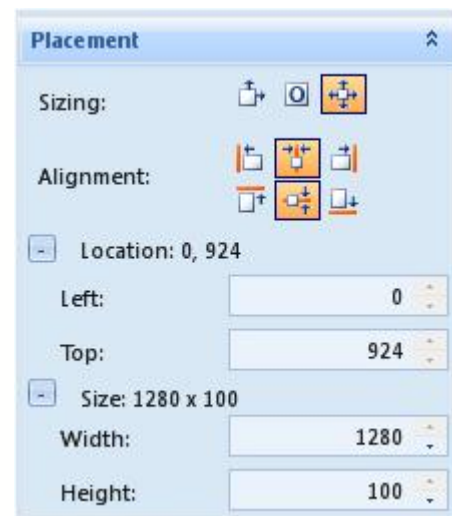
- custom object size.
- original object size.
- object size stretched to fit region size.

Alignment

The object can be aligned horizontally (left, right, or centered), and vertically (top, bottom, or centered).

Location and Size

Object size and location are defined in the corresponding fields.

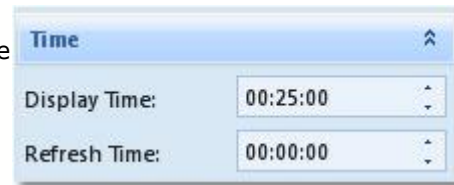


Time

RSS is an *analog* object, i.e. an object with an indefinite playback duration, i.e. user can easily change it.

The timing properties for an RSS feed include:

- **Display time** (the amount of time the RSS will be displayed on the screen),
- **Refresh time** (the amount of time after which the RSS will be refreshed).



Adjust the timing properties in the corresponding fields.

Feed source

For an RSS object acceptable formats of the source file are ATOM 1.0 and RSS 2.0.

The **Feed source** property allows viewing the URL of the current RSS feed and changing of RSS object.

You can specify user name and password if the RSS requires authentication.

Specify proxy server and user name/password if needed.

To change the feed source, specify the new URL or navigate to the local file and click **Apply**.



Settings

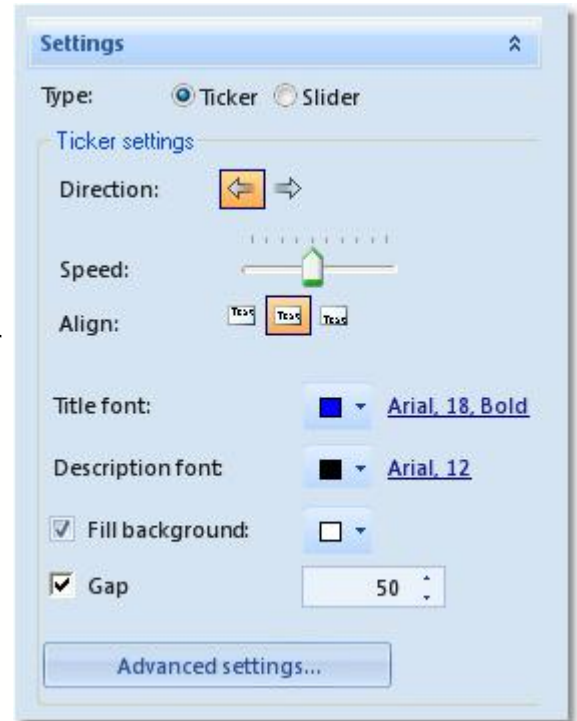
In this field you can customize settings for RSS object depending on **Ticker** or **Slider** mode.

- **Direction** - RSS move direction can be right to left or left to right (Ticker mode), right to left, left to right, bottom to top and top to bottom (Slider mode).
- **Speed** - movement speed of the RRS feed; use the slider to change the speed.
- **Align** - the RSS Feed can be aligned vertically: top, bottom or centered.
- **Background** - You can choose the background color from the color box or you can disable the option **Fill background**. In this case the background of the frame will be transparent and the RSS Feed will appear directly over the region background selected in the region properties.
- **Gap** - specify the number of pixels after which the beginning of the RSS Feed will start rotating again.

You can specify color, font and font size of news title and description. To customize the appearance of the news ticker click **Advanced settings...**

See related topic:

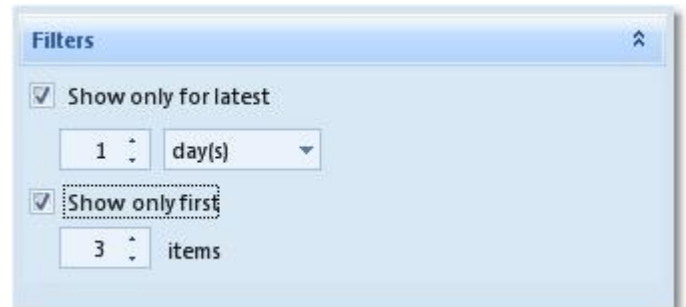
[Adding an RSS Feed](#)



Filters

You can sort the news items that will be displayed.

Indicate in the corresponding fields how old can the news items be (in days, hours or minutes) before they expire and how many news items should be displayed.



Preview

To preview your RSS feed, click **Start** in the **Preview** area.
To stop preview, click **Stop**.



6.7.7 Text

To modify text properties, select the object in the region by clicking on it and go to the **Properties** tab of the [Dockable Pane](#).

Text properties include:

- [Placement](#)
- [Time](#)
- [Source File](#)
- [Settings](#)
- [Preview](#)

Placement

Here you can define object **sizing**, **alignment**, **location** and **size**.

Sizing

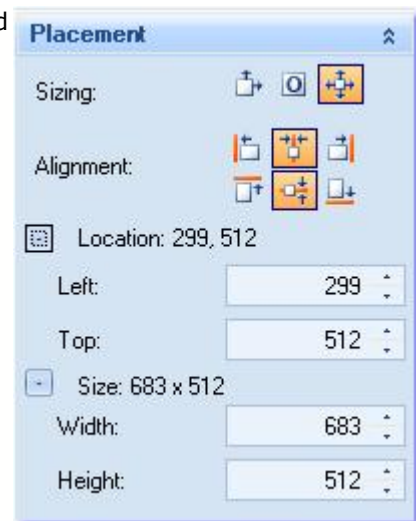
-  - custom object size.
-  - original object size.
-  - object size stretched to fit region size.

Alignment

The object can be aligned horizontally (left, right, or centered), and vertically (top, bottom, or centered).

Location and Size

Object size and location are defined in the corresponding fields.

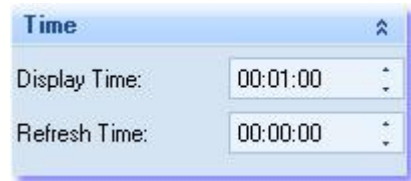


Object Display Time

Text is an *analog* object, i.e. an object with an indefinite playback duration, i.e. user can easily change it. The timing properties for a text include:

- **Display time** (the amount of time the object will be displayed on the screen), and
- **Refresh time** (the amount of time after which the object will be replaced with the next one, if available).

Adjust the timing properties in the corresponding fields.



Source File

For a text object acceptable formats of the source file are ***.txt, *.rtf**.

The **Source File** property allows viewing the file name of the current media object and changing the media object file.

NOTE: You cannot enter a file name manually. To change the file name, click  to open the file selection dialog.



To modify the text, click **Edit**. This will open the [Text Editor](#).

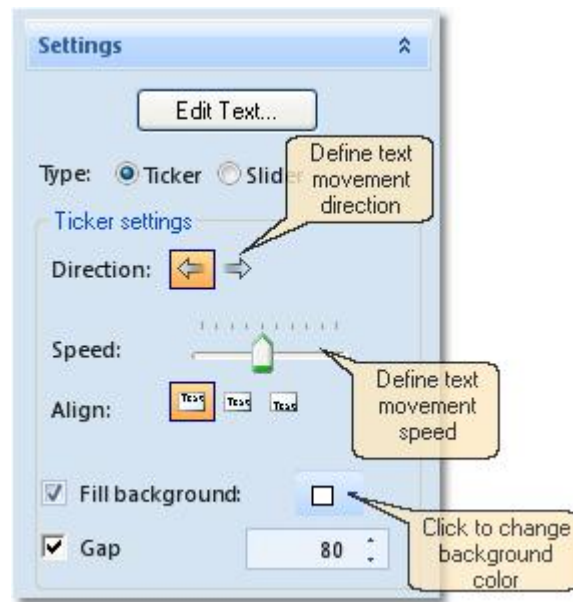
Settings

The text can be displayed in two modes: **Ticker** and **Slider**.

Ticker Mode

In the **Ticker** mode the text is displayed as a "creeping line". For this mode you can define:

- **Direction** - the text movement direction can be right to left and left to right.
- **Speed** - movement speed of the text; use the slider to change the speed.
- **Align** - the text can be aligned vertically: top, bottom or centered.
- **Background** - You can choose the background color from the color box or you can disable the option **Fill background**. In this case the background of the frame will be transparent and the text will appear directly over the region background selected in the region properties.
- **Gap** - specify the number of pixels after which the beginning of the text will start rotating again.

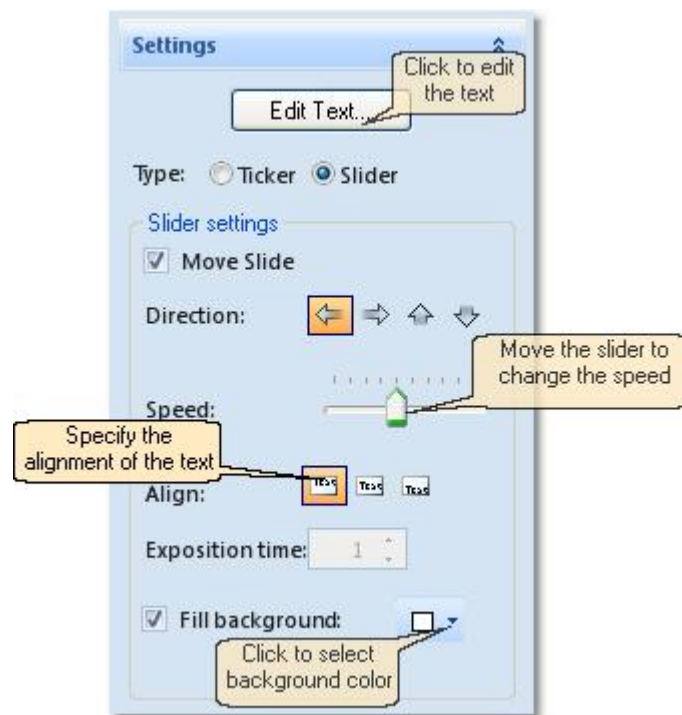


Slider Mode

In the **Slider** mode the text is displayed page by page. For this mode you can define:

- **Direction** - text movement direction can be right to left, left to right, bottom to top and top to bottom.
- **Speed** - movement speed of the text slide; use the slider to change the speed.
- **Align** - the slide can be aligned vertically: top, bottom or centered.
- **Exposition time** - the amount of time a slide will be displayed.
- **Background** - You can choose the background color from the color box or you can disable the option **Fill background**. In this case the background of the frame will be transparent and the slides will appear directly over the region background selected in the region properties.

If you disable the option **Move slide**, the options **Direction** and **Speed** will be disabled too.
If you enable the option **Move slide**, the option **Exposition time** will be disabled.

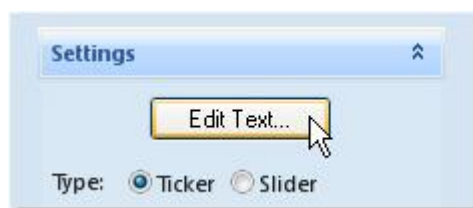


Preview

To preview your text object, click **Start** in the **Preview** area.
To stop preview, click **Stop**.

6.7.7.1 Text Editor

For a text object you can also start a text editor by clicking **Edit Text** under **Settings**:



This will open the **Text Editor** with your text in the work area:



The editor has the familiar interface of MS Word and enables you to perform basic text formatting operations.

Save changes before closing the editor for the formatting to be applied to the text in the page.

Editor Action	Action Description
File	
Save	Saves the changes in the text. The changes will be applied to the text object in the region.
Save and Close	Saves the changes in the text and closes the Text Editor. The changes will be applied to the text object in the region.
Close	Closes the Text Editor. Before closing, a message will appear asking if you want to close the text without saving. If you want to close the editor without saving the changes, click Yes . Otherwise, click No .
Edit	
Undo	Cancels the most recent action.
Redo	Repeats the most recent action.
Cut	Removes the selected object and places it into the clipboard.
Copy	Copies the selected object into the clipboard.
Paste	Inserts the object from the clipboard.
Select All	Selects all objects on the page.
Insert	
Image...	Opens the dialog for selecting the image to be inserted into text.
Text...	Opens the dialog for selecting the text to be inserted into the current text. The new text will be inserted right before the first character of the current text.
Format	
Font	Opens the dialog for defining Font, Font Style, Size, Effects, Color, Script .
Bullets	Inserts a bullet before the line in which the cursor is positioned.
Left	Aligns the text left.
Center	Aligns the text in the center.
Right	Aligns the text right.

6.7.8 TV

To modify TV object properties, select the object by clicking on it and go to the **Properties** tab of the [Dockable Pane](#).

TV object properties include:

- [Placement](#)
- [Time](#)
- [Transition](#)
- [Channel](#)
- [Output Settings](#)

Placement

Here you can define object **sizing, alignment, location** and **size**.

Sizing



- custom object size.



- original object size.



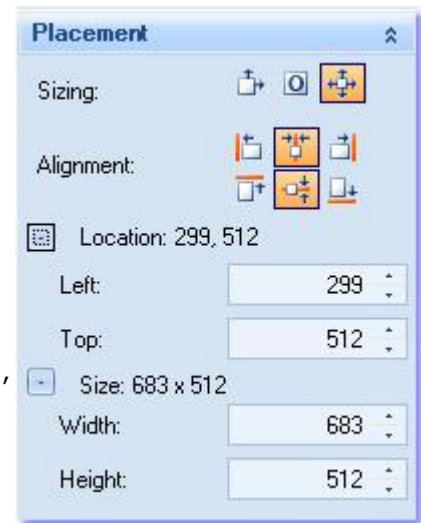
- object size stretched to fit region size.

Alignment

The object can be aligned horizontally (left, right, or centered), and vertically (top, bottom, or centered).

Location and Size

Object size and location are defined in the corresponding fields.



Object Display Time

A TV is an *analog* object, i.e. an object with an indefinite playback duration, i.e. user can easily change it.

Adjust the display time in the corresponding field.

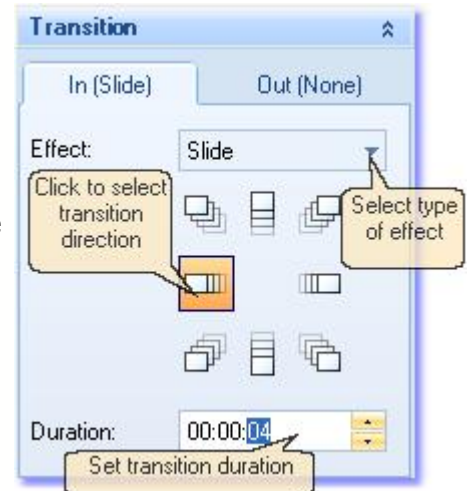


Transition

Transition is the visual effect that defines the way a particular object changes to the next one.

Three options are available:

- **None**
- **Slide** - the object slides over the preceding one in the selected direction.
- **Expand** - the object expands over the preceding one in the selected direction.



Channel

You can change the channel to another channel in the current list from the drop-down list in the **Channel** properties:



To change the channel list, click **Configure** in the **Channel** properties. This will open the window for channel selection.

Output Settings

Output settings for TV objects include **Volume** and **Aspect ratio**.

Use the slider to modify volume.

To change aspect ratio, open the **Aspect ratio** drop-down list and select from the following:

- **Original.**
- **4 : 3.** This is the aspect ratio of a traditional television screen (TFT's, VideoCubes, etc.).
- **16 : 9.** Select this option when using high-definition displays such as a plasma display or similar wide-screen devices.
- **Custom.** A user defined aspect ratio.



6.7.9 Video

To modify video object properties, select the object by clicking on it and go to the **Properties** tab of the [Dockable Pane](#).

The properties for video objects include:

- [Placement](#)
- [Time](#)
- [Transition](#)
- [Source File](#)
- [Text over Video](#)
- [Video](#)
- [Preview](#)

Placement

Here you can define object **sizing, alignment, location** and **size**.

Sizing

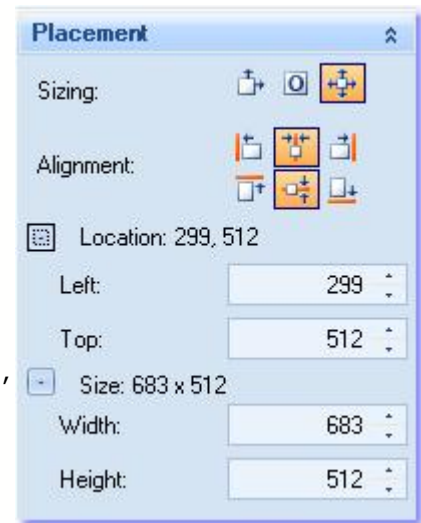
-  - custom object size.
-  - original object size.
-  - object size stretched to fit region size.

Alignment

The object can be aligned horizontally (left, right, or centered), and vertically (top, bottom, or centered).

Location and Size

Object size and location are defined in the corresponding fields.



Time

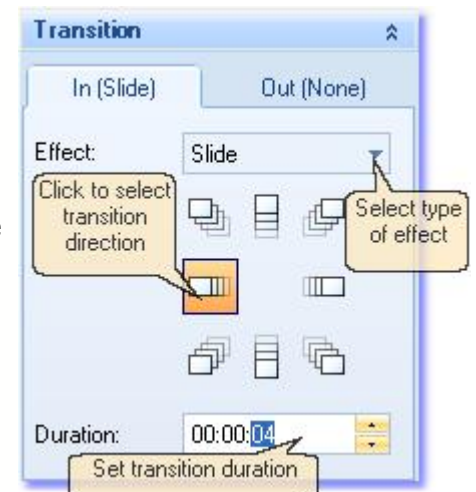
A video object is a *discrete* object, i.e. an object with a predefined playback duration that cannot be changed. Therefore, **Object Display Time** will display its **Original length** only that cannot be modified by user. The display time will equal its original length.



Transition

Transition is the visual effect that defines the way a particular object changes to the next one. Three options are available:

- **None**
- **Slide** - the object slides over the preceding one in the selected direction.
- **Expand** - the object expands over the preceding one in the selected direction.



Source File

You can add to your project every video file that is supported by Windows Media Player on your PC's. **NOTE:** the set of codecs on your composer and player machines should be the same, e.g. in order to be able to use .mov files in creating/playing back projects, you need Apple QuickTime or QuickTime Alternative installed on your composer PC and on all your player stations.

The **Source File** property allows viewing the file name of the current media object and changing the media object file.

NOTE: You cannot enter a file name manually. To change the file, click  to open the file selection dialog.



Text over Video

You can add a text or RSS object, that will be displayed over your video object.

Click **Add Text** to open an existing file or to create a new one. The corresponding window will appear (see [Adding a Text Object](#)).



Click **Add RSS** to add an RSS feed. Specify the URL in the corresponding field or click  to navigate to the local file (see [Adding an RSS Feed](#)).

PLEASE NOTE!!! This feature is not supported for streaming video.

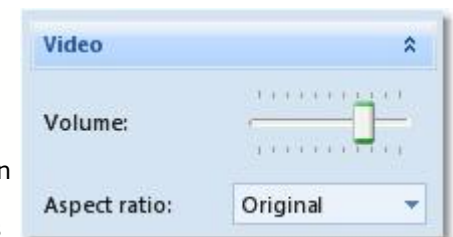
Video

Video settings include **Volume** and **Aspect ratio**.

Use the slider to modify volume.

To change aspect ratio, open the **Aspect ratio** drop-down list and select from the following:

- **Original.**
- **4 : 3.** This is the aspect ratio of a traditional television screen (TFT's, VideoCubes, etc.).
- **16 : 9.** Select this option when using high-definition displays such as a plasma display or similar wide-screen devices.
- **Custom.** A user defined aspect ratio.



Preview



To preview your video file, click  in the **Preview** area. Adjust the volume using the preview controls.



6.7.10 Web

To modify Web object properties, select the object by clicking on it and go to the **Properties** tab of the [Dockable Pane](#).

The properties for a Web object include:

- [Placement](#)
- [Time](#)
- [Transition](#)
- [Web Page](#)
- [Preview](#)

Placement

Here you can define object **sizing**, **alignment**, **location** and **size**.

Sizing



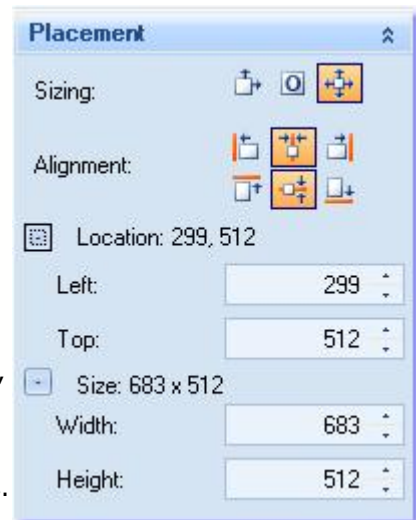
- custom object size.
- original object size.
- object size stretched to fit region size.

Alignment

The object can be aligned horizontally (left, right, or centered), and vertically (top, bottom, or centered).

Location and Size

Object size and location are defined in the corresponding fields.

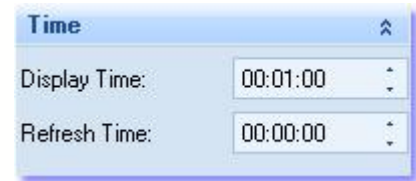


Time

A Web object is an *analog* object, i.e. an object with an indefinite playback duration, i.e. user can easily change it. The timing properties for a Web object include:

- **Display time** (the amount of time the object will be displayed on the screen), and
- **Refresh time** (the amount of time after which the object will be replaced with the next one, if available).

Adjust the timing properties in the corresponding fields.

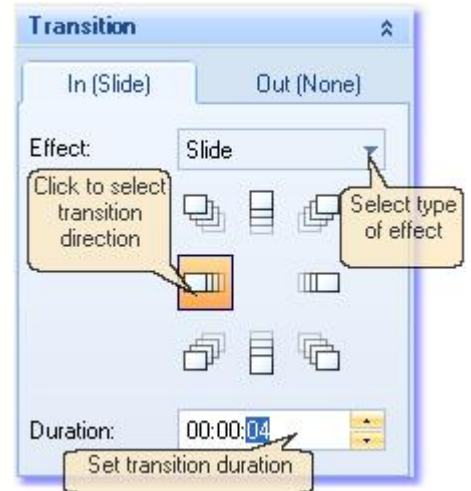


Transition

Transition is the visual effect that defines the way a particular object changes to the next one.

Three options are available:

- **None**
- **Slide** - the object slides over the preceding one in the selected direction.
- **Expand** - the object expands over the preceding one in the selected direction.



Web Page

The **Web Page** property allows viewing the file name of the current media object and changing the media object file.

To open the window for Web page configuration, click **Configure**.



Preview

A Web object is a static object, therefore the preview area will display the viewing area:



7 friendlyway player User Interface

friendlyway player 7 is the application for *friendlyway composer 7* projects playback.

At the start of the application the following window will offer you to select between two possible options:



Click **Yes** to start client service. This application enables your terminal to be connected to *composer network services* server and allows remotely controlling the played content. Click **No** to select the content manually. If so, the following windows will offer you to select an existing project:



If you want to play back an existing project, click  to specify the path to the *composer* project file you need. You can select the project from the recent files list on double click.

In order that the *player* application starts at each Windows startup, enable the option **Start with Windows**.

If you want to start the playback of the selected presentation, click **Play**. To go to the player options, click **Select later**. The following window will appear:



<i>Element</i>	<i>Action Description</i>
File	
Open	Opens an existing project. Specify the path to the project in the dialog window.
Recent files	Displays the list of the latest projects. To open a project, click on it in the list.
Exit	Closes <i>friendlyway player 7</i> .
Action	
Play	Starts the playback of the before selected project.
Stop	Stops the playback of the current project.
Tools	
Options	Opens the windows for customizing player options .
Connect to network services	Opens the window for connecting your <i>player</i> to friendlyway network services.
Help	
Content	Opens the contents of the <i>friendlyway composer 7</i> help file.
Registration Info	Opens the License Manager window.
Check for Updates...	Checks for newer software versions.
About...	Opens the window with general information about <i>friendlyway player 7</i>

After you have selected a project file, it will be displayed in the field **Project**. To start the presentation playback, click **Play** or use the hot key **Ctrl+P**:

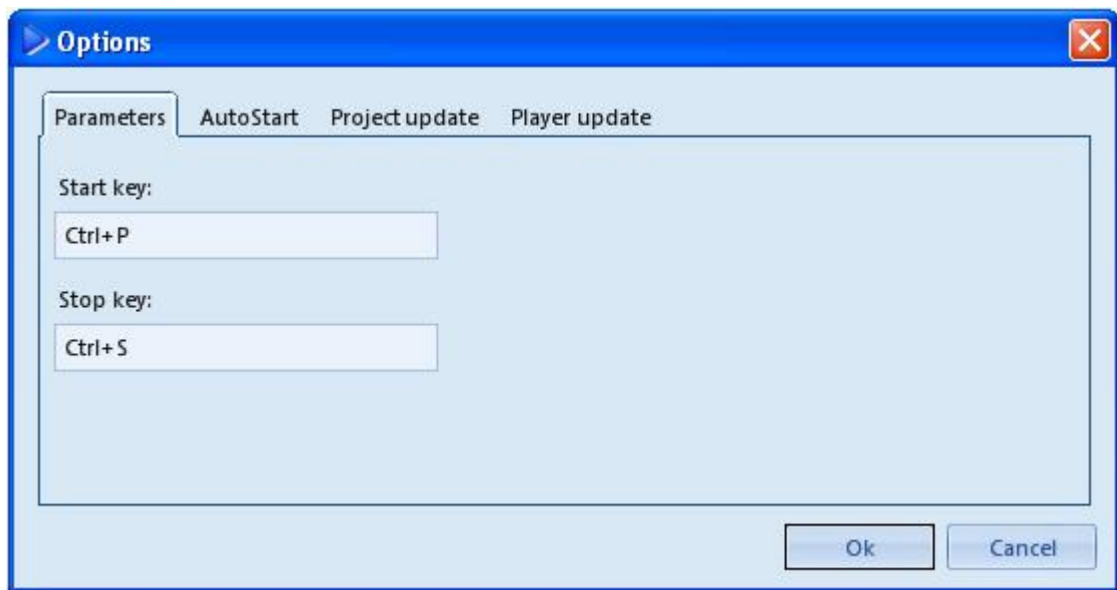


7.1 player Options

Select **Option** in **Tools** menu to open the dialog window with 4 tabs:

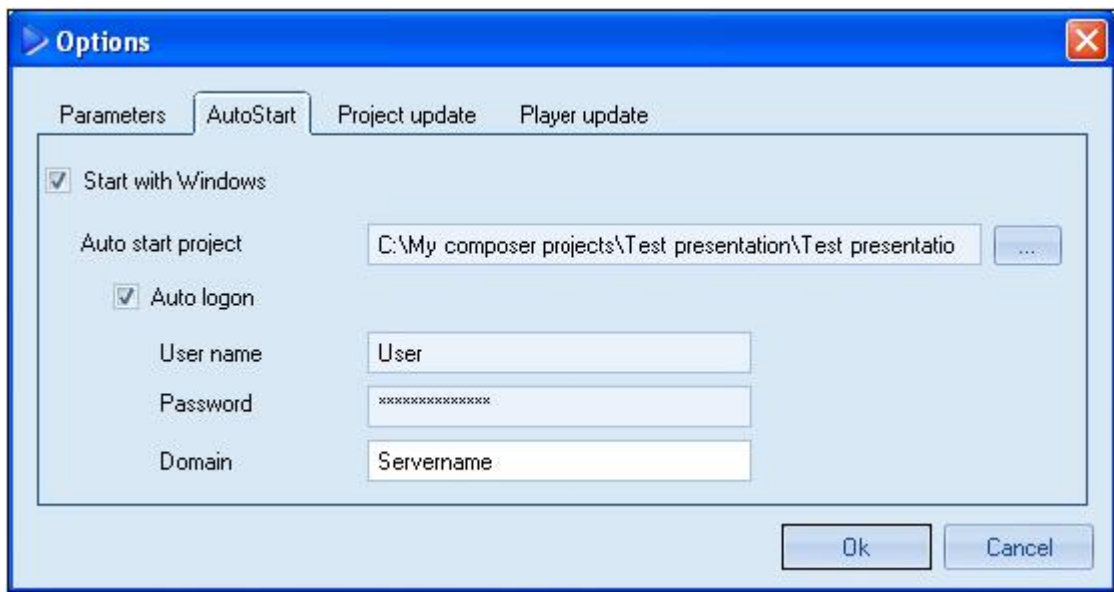
- **Parameters**
- **AutoStart**
- **Project update**
- **Player update**

The **Parameters** tab allows you to define shortcuts, which will be used for playback start and playback stop.



You do not need to type the required shortcut letter by letter, but to press the necessary combination of keyboard buttons - the field will be automatically filled in.

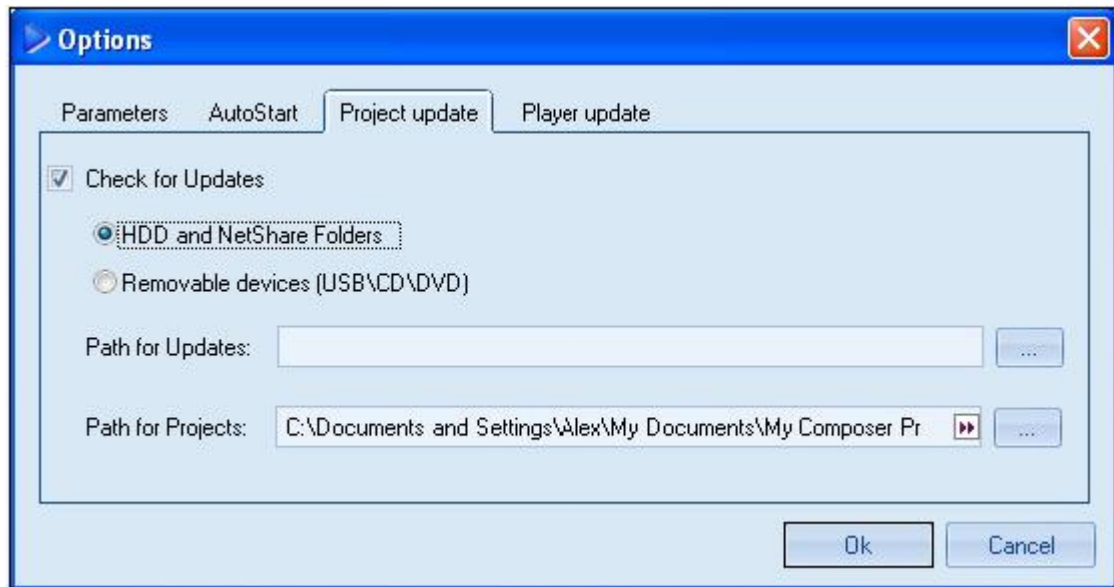
The **AutoStart** tab allows you to configure autostart parameters.



Start with Windows - If this option is enabled, the friendlyway secure browser will be started at each Windows startup. Click  to select the project should be played back after *player* has started.

Auto logon - Enable this option to automatically log in to the PC with the account data specified in this pane (namely, user name, password and domain).

The **Project update** tab allows you to define update options.



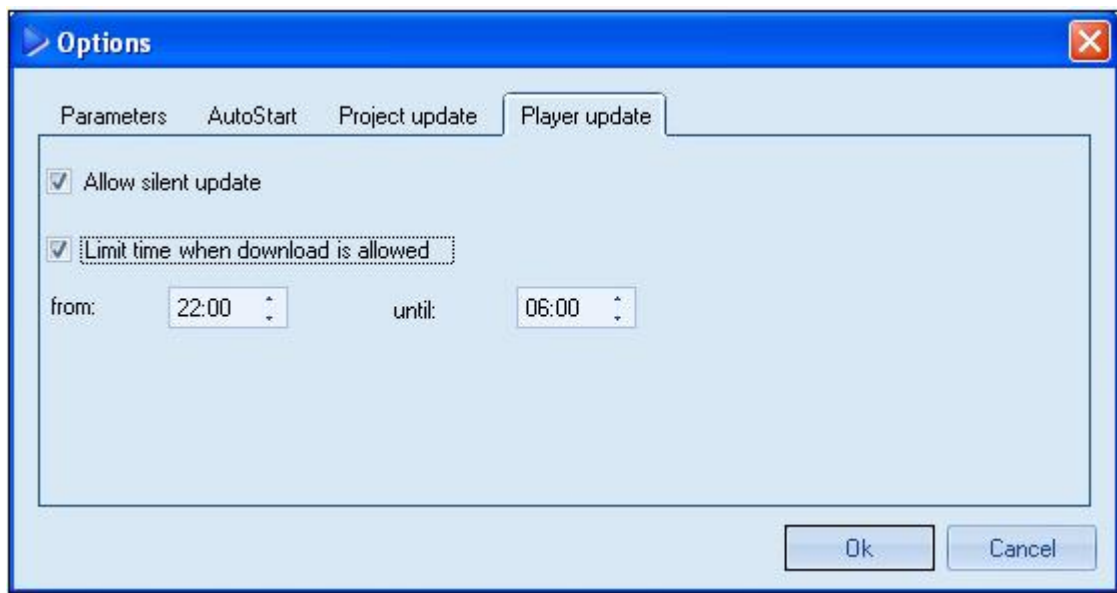
Tick the checkbox **Check for Updates** to enable the option. With the help of this function you can automatically transfer project updates to player station(s) without stopping the current presentation.

Choose the requested update method. In the field **Path for Updates** specify the path to the folder which the player should monitor for the purpose of new projects. In the field **Path for**

Projects specify the path to the directory where your projects will be stored.

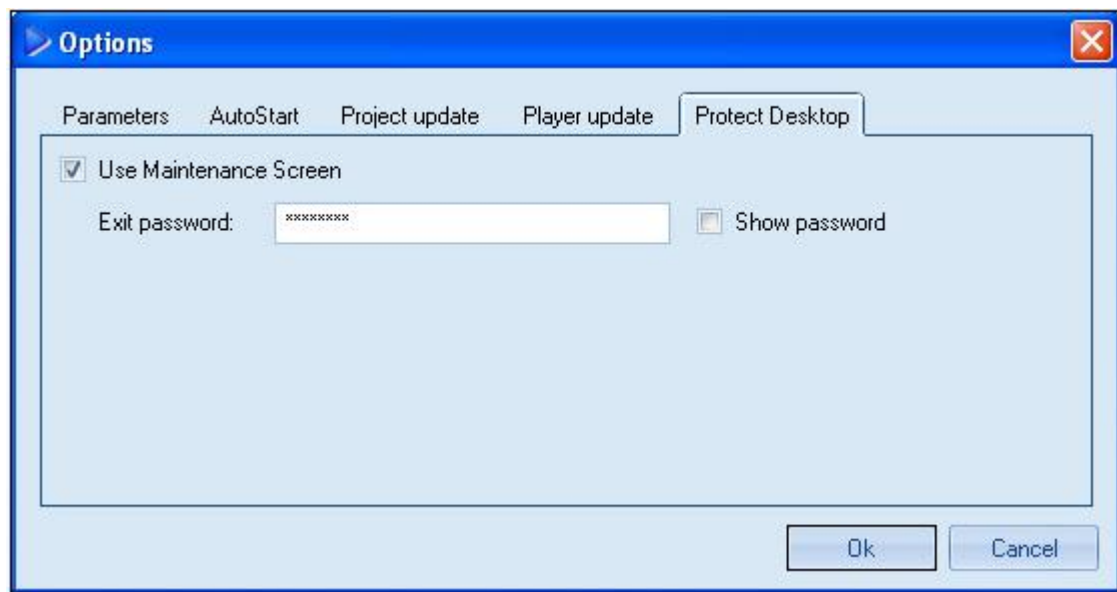
Detailed information how to transfer project updates to the player stations you can find in the corresponding chapters:

The **Player update** tab provides the ability to define application update options.



If you tick the checkbox **Allow silent update** the player will check automatically for newer software versions. You can specify the time period when the update download is allowed.

If your player station is connected to the *friendlyway composer network services* server, one more tab will appear in the **Options** menu.



The **Protect Desktop** tab provides the ability to use Maintenance Screen (a browserbased HTML page in English) that will be displayed to the user, thus preventing access to the Windows desktop while the application is being loaded.

Insert the password for exiting the maintenance screen in the **Exit password** field.

7.2 Connect to network services

In this chapter you will learn the following:

- [how to connect your player to the friendlyway composer network services](#)
- [how to disconnect your player from the friendlyway composer network services](#)

How to connect the player to the network services

Select **Connect to network services** in **Tools** menu. The window of the License manager will appear. Define which network services server is to be used.

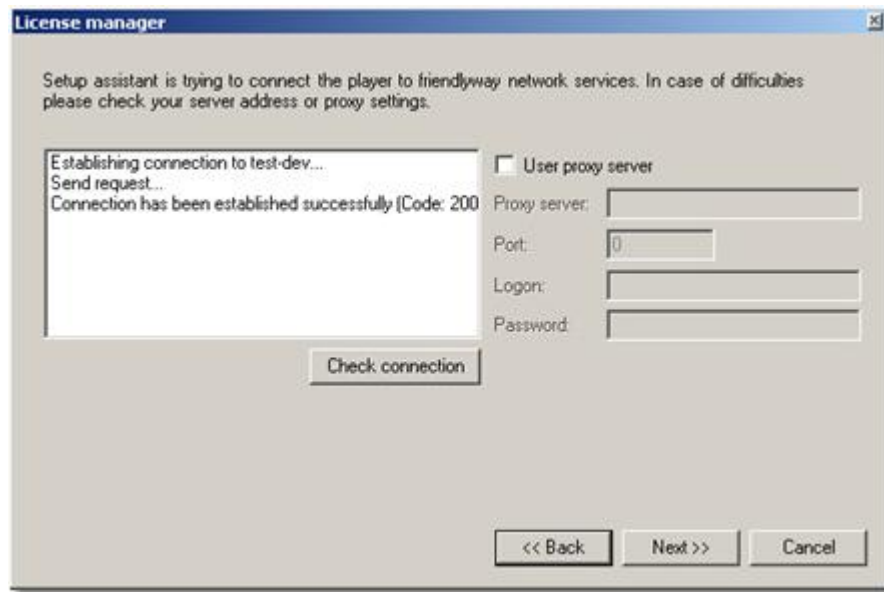
If you use friendlyway's network services server (ASP model), activate **Connect player to friendlyway network services server**.

In case of using your own server you have to activate the second option **Connect player to other network services server** and specify the IP address or server name. Click **Next** button:



If you use proxy server, specify your proxy server settings.

If the connection was successfully established **Next** button becomes active. Click **Next**.



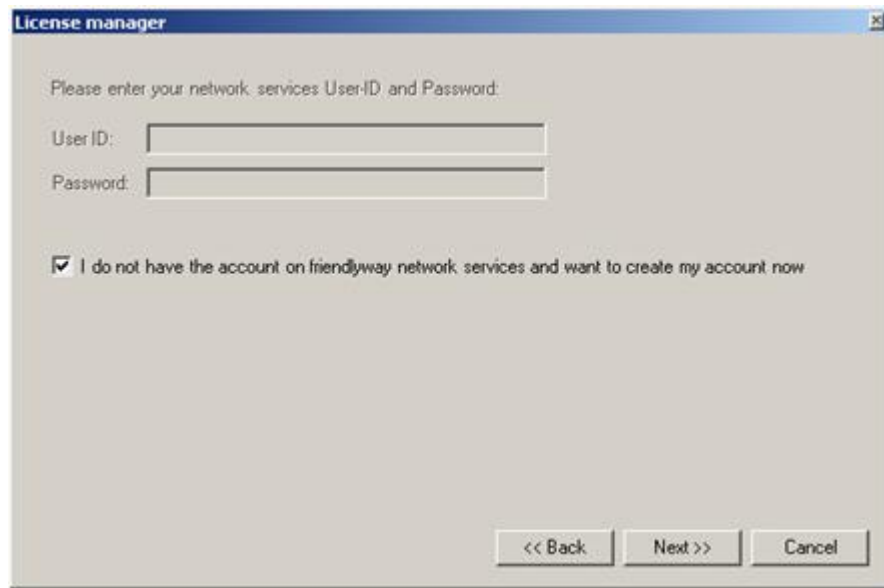
Depending on whether you have an account on the network services server or not, your next step can be the following:

Creating account – if you don't have an account on network services server, you have to create it at first and only then you can register your terminal.

Registration of terminal – if you already have an account you can register your terminal on the server.

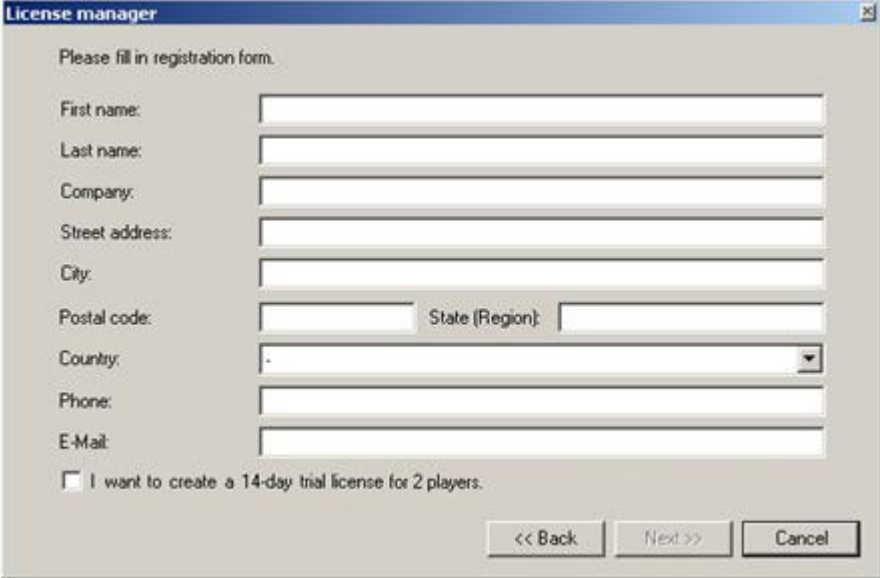
Creating account

To create an account, tick the checkbox **I do not have an account on friendlyway network services and want to create my account now** and click **Next**:



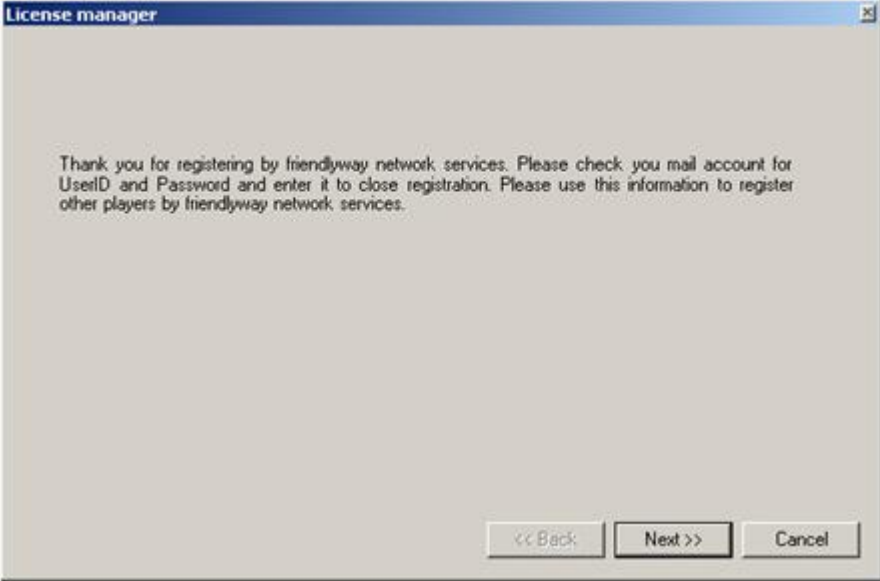
The windows with registration form will appear. Enter your registration data and select the option

I want to create 14-day trial license for 2 players, click **Next:**



The image shows a 'License manager' window with a registration form. The form includes fields for First name, Last name, Company, Street address, City, Postal code, State (Region), Country (a dropdown menu), Phone, and E-Mail. Below the fields is a checkbox labeled 'I want to create a 14-day trial license for 2 players.' At the bottom right are three buttons: '<< Back', 'Next >>', and 'Cancel'.

In the next window you will be notified about registration. Check the email you have specified in the form to receive your User ID and Password:

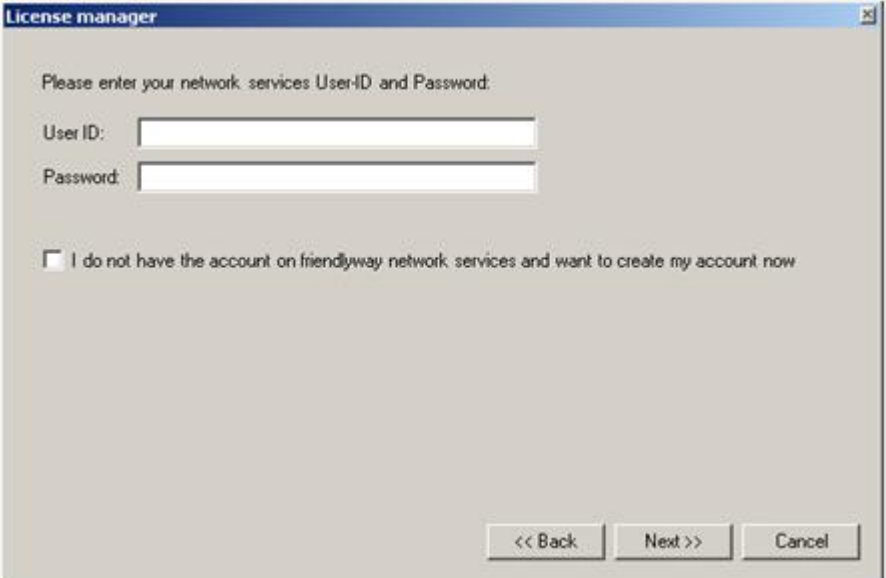


The image shows a 'License manager' window with a confirmation message. The text reads: 'Thank you for registering by friendlyway network services. Please check you mail account for UserID and Password and enter it to close registration. Please use this information to register other players by friendlyway network services.' At the bottom right are three buttons: '<< Back', 'Next >>', and 'Cancel'.

After that you can proceed to terminal registration.

Registration of terminal

Enter your network services User ID and Password in the corresponding fields and click **Next**:



License manager

Please enter your network services UserID and Password:

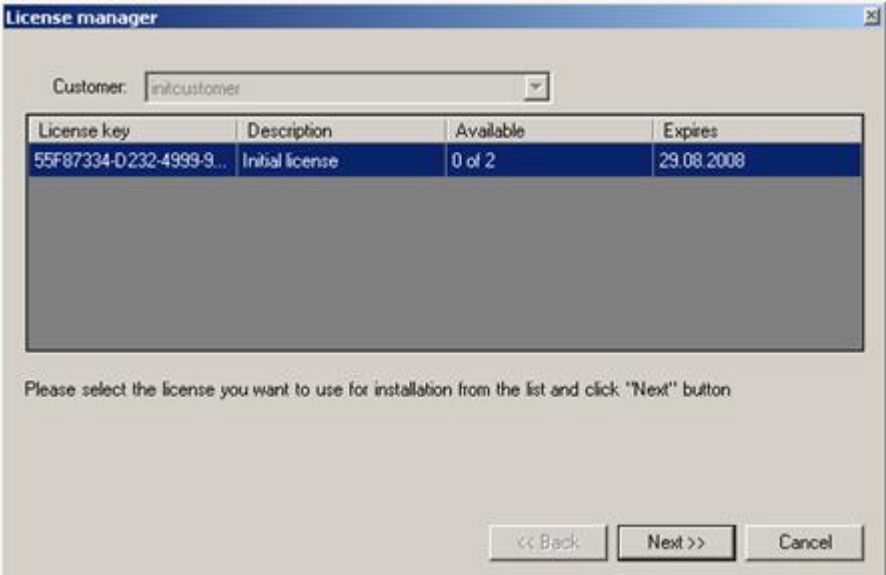
User ID:

Password:

☐ I do not have the account on friendlyway network services and want to create my account now

<< Back Next >> Cancel

The list of licenses will be displayed. Select the available license from the list and click **Next**:



License manager

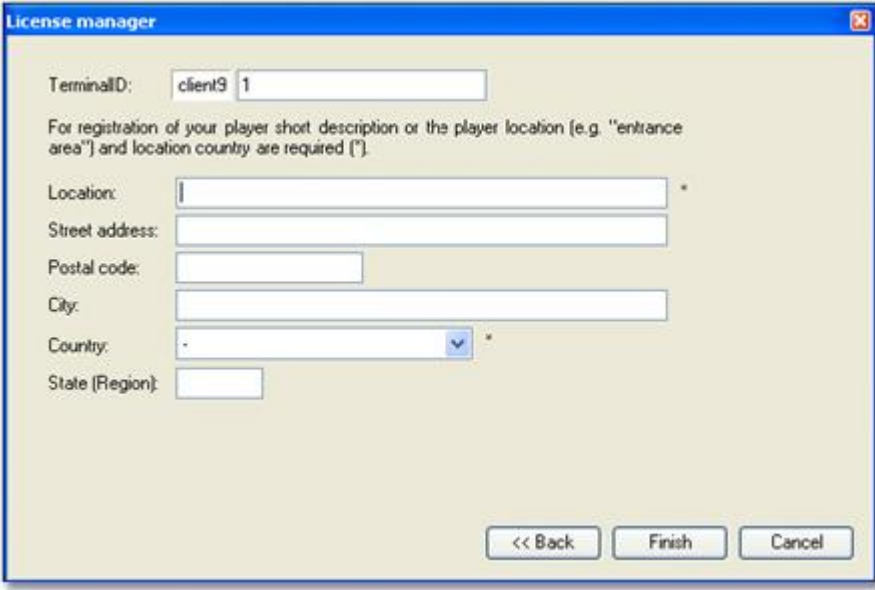
Customer:

License key	Description	Available	Expires
55F87334-D232-4999-9...	Initial license	0 of 2	29.08.2008

Please select the license you want to use for installation from the list and click "Next" button

<< Back Next >> Cancel

Enter terminal information and click **Finish**:



The 'License manager' dialog box contains the following fields and controls:

- TerminalID: client9 1
- Text: For registration of your player short description or the player location (e.g. "entrance area") and location country are required (!).
- Location: [text field] *
- Street address: [text field]
- Postal code: [text field]
- City: [text field]
- Country: [dropdown menu] *
- State (Region): [text field]
- Buttons: << Back, Finish, Cancel

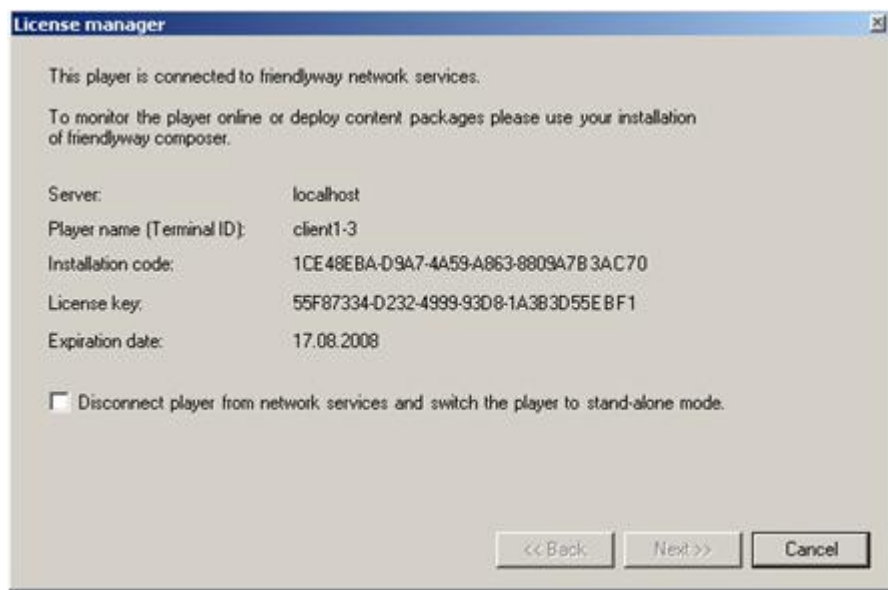
How to disconnect the player from the network services

You can disconnect your *player* installation from the *composer network services* at any time and switch the player to stand-alone mode.

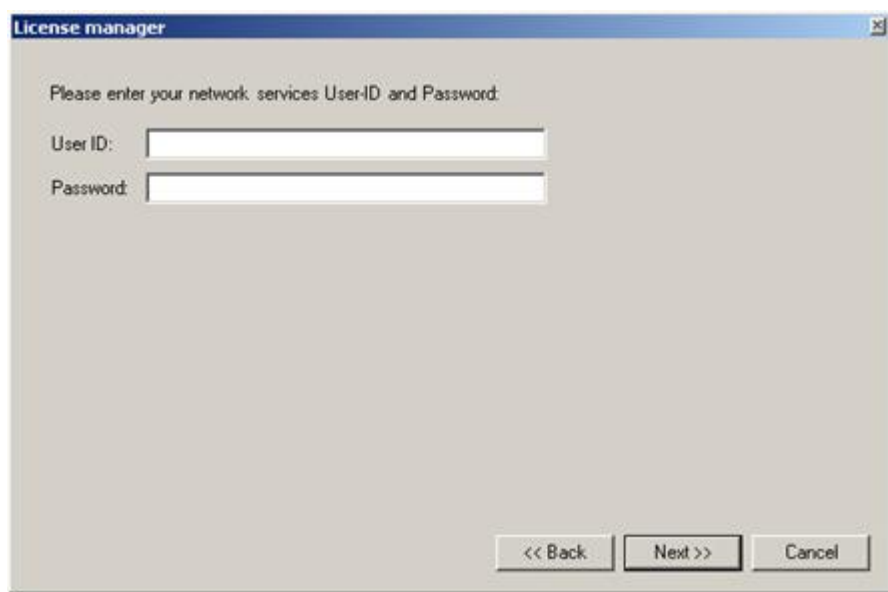
The player station can be disconnected from the *composer network services* server via **Tools** menu:



After you have selected **Disconnect from the network services**, the following window will appear:



Tick the checkbox below and click **Next**. The next window will offer you to check the connection with the server. You can skip this step, and then click **Next**. Enter your User ID and password in corresponding fields:



After these steps your player will be disconnected from the network services.

8 How to

This chapter will introduce you to the basics of creating a presentation with *friendlyway composer 7*.

The typical workflow can be presented as the following user steps:

1. Start *friendlyway composer 7*.
2. Create new [project](#).
3. Open new [page](#).
4. Create [regions](#) on the [page](#).
5. Add one or several [media objects](#) to each [region](#).
6. Add and design other [pages](#).
7. Make [sequences](#) out of the [pages](#).
8. Create a schedule for displaying your [sequences](#).
9. Save project.
10. Create a package to be deployed on a display (played back with a player).

See related topics:

- [Create project](#)
- [Configure display settings](#)
- [Add new pages](#)
- [Edit existing pages](#)
- [Define page properties](#)
- [Split page into regions](#)
- [Add media to region frames](#)
- [Adjust media properties](#)
- [Create sequences](#)
- [Create schedule](#)
- [Test project playback](#)
- [Move project to another computer](#)

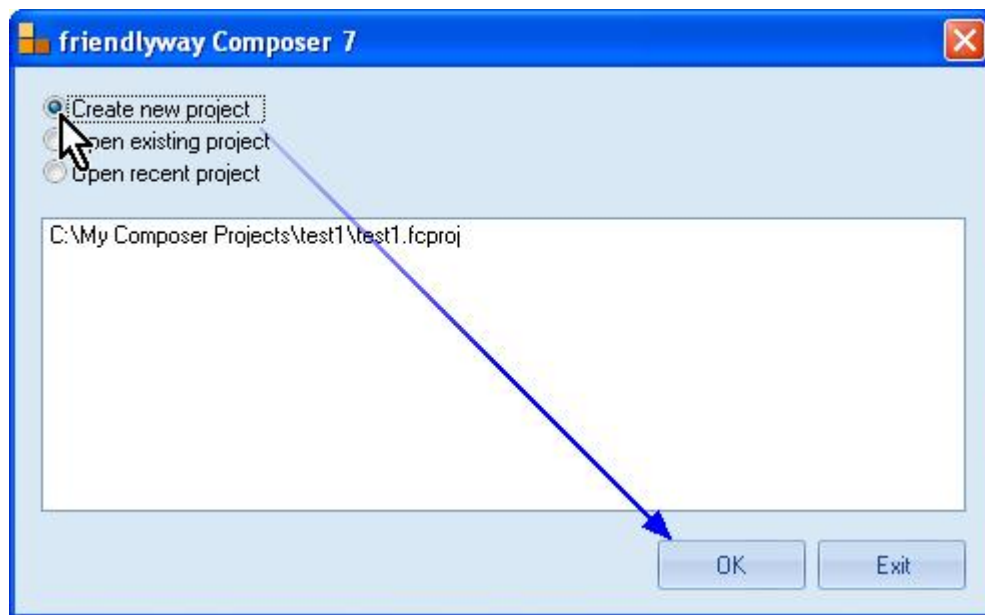
8.1 Create Project

To create a new project:

1. Start *friendlyway composer 7*. At the start of the application a window will open, offering the following options to choose from:

- **Create new project**
- **Open existing project**
- **Open recent project**

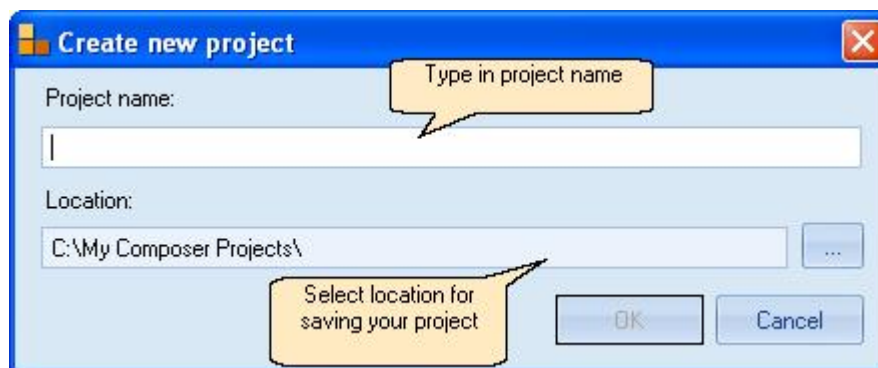
Select **Create new project** and click **OK**:



OR

click **New Project** in the **File** menu of the [ribbon](#).

This will open a dialog box for creating your project:



2. Type the name of your project in the **Project name** field, and browse to the directory in which you want to save your project in the **Location** field.

Click **OK** to save the project, or **Cancel** to cancel project creation.

The project will be saved in the selected directory, and the project name will appear in the title bar:



Now you can proceed to the actual process of designing your presentation:

- [Create project](#)
- [Configure display settings](#)
- [Add new pages](#)
- [Edit existing pages](#)
- [Add media to region frames](#)
- [Create sequences](#)

3. Save your project by clicking the **Save project** command in the **File** menu of the [ribbon](#).

8.2 Configure Display Settings

In real time we deal with various types of screens. In the **Display Settings**, user can define the type and size of the screen for which the presentation will be prepared.

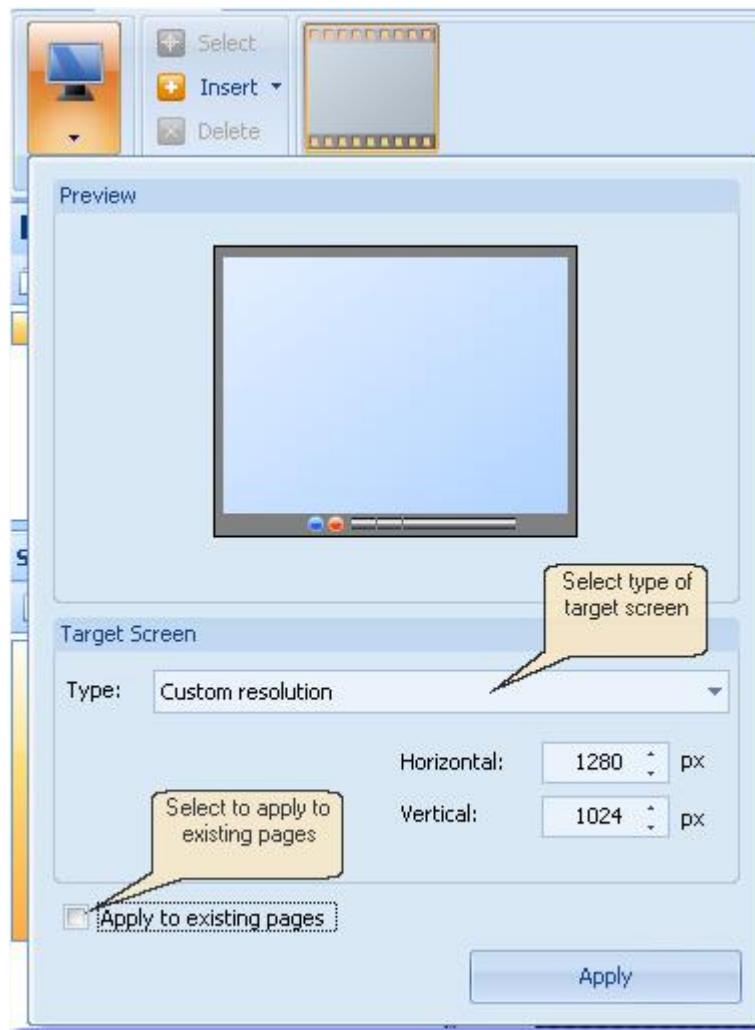
There are two main modes for presentation display:

1. The presentation is stretched over the whole display. In this case you need to define display **Aspect Ratio**. When this mode is selected, the player will stretch the presentation so that it takes up the whole screen area.
2. The presentation is displayed in a certain part of the screen only. To enable this mode, you need to define the location of the top left corner of the area, in which your presentation will be played back, as well as its height and width in pixels.

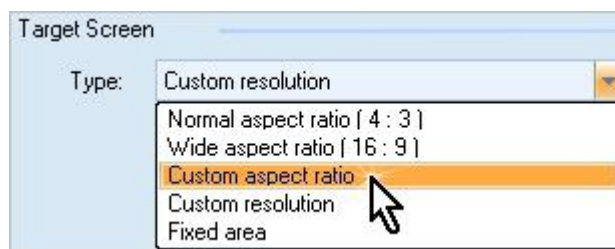
To configure display settings, go to the **Display** tab in the [ribbon](#):



The **Display Settings** window will display the panel for defining **Target Screen** parameters, and a **Preview** area:

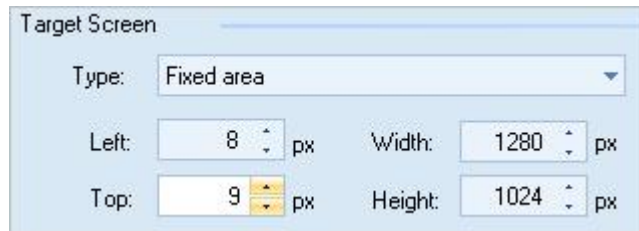


In the **Target Screen** area select the required **aspect ratio** (displayed width divided by its height) or **display resolution** type in the drop-down list. By default **Custom aspect ratio** is selected:



- **Normal aspect ratio (4 : 3)**: This is the aspect ratio of a traditional television screen (TFT's, VideoCubes, etc.).
- **Wide aspect ratio (16 : 9)**: Select this option when using high-definition displays such as a plasma display or similar wide-screen devices.
- **Custom aspect ratio**: There is no predefined aspect ratio. Here you can set extra width and height of the resolution on the player's side.

- **Custom resolution:** Here you can set custom resolution for your project.
- **Fixed area:** For your presentation to be displayed in a specific region of the screen, specify the exact area in which your presentation will be displayed by indicating its top-left pixel, width and height:



The 'Target Screen' dialog box is shown with the 'Type' dropdown set to 'Fixed area'. Below this, there are four input fields: 'Left' with a value of 8 px, 'Width' with a value of 1280 px, 'Top' with a value of 9 px, and 'Height' with a value of 1024 px. Each field has a small up/down arrow icon next to it.

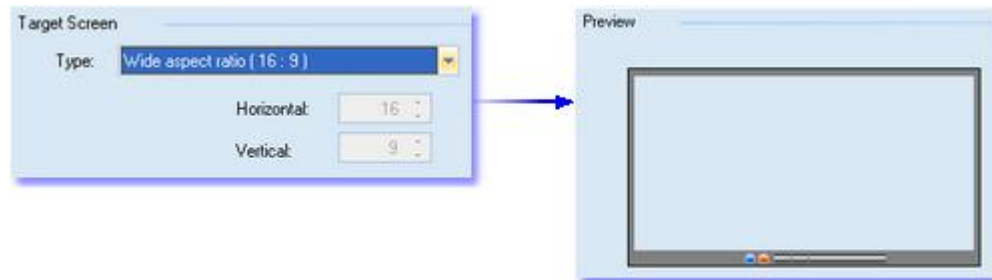
Left: Set the indent to the right in pixels on the *player's* side.

Top: Set the indent from the top on the *player's* side in pixels.

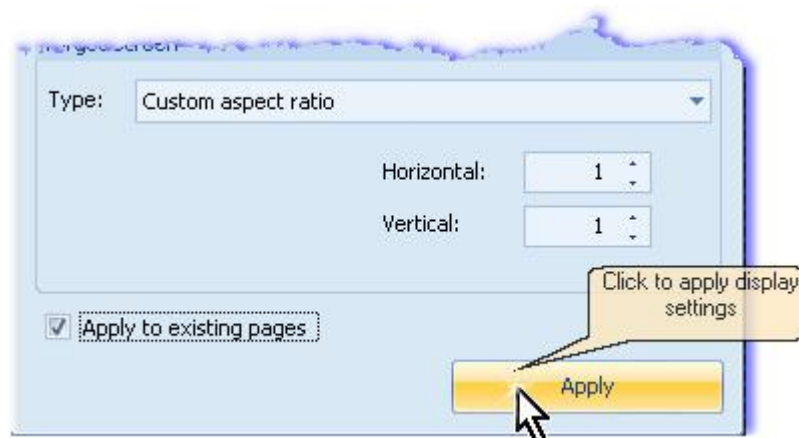
Width: Define display area width in pixels on the *player's* side.

Height: Define display area height in pixels on the *player's* side.

The screen in the **Preview** area will change according to the selected parameters:



To save display settings, click **Apply**:



The settings will be applied to all the pages that you will be adding to the project.

If you want to apply new settings to the already existing pages, select checkbox **Apply to existing pages**.

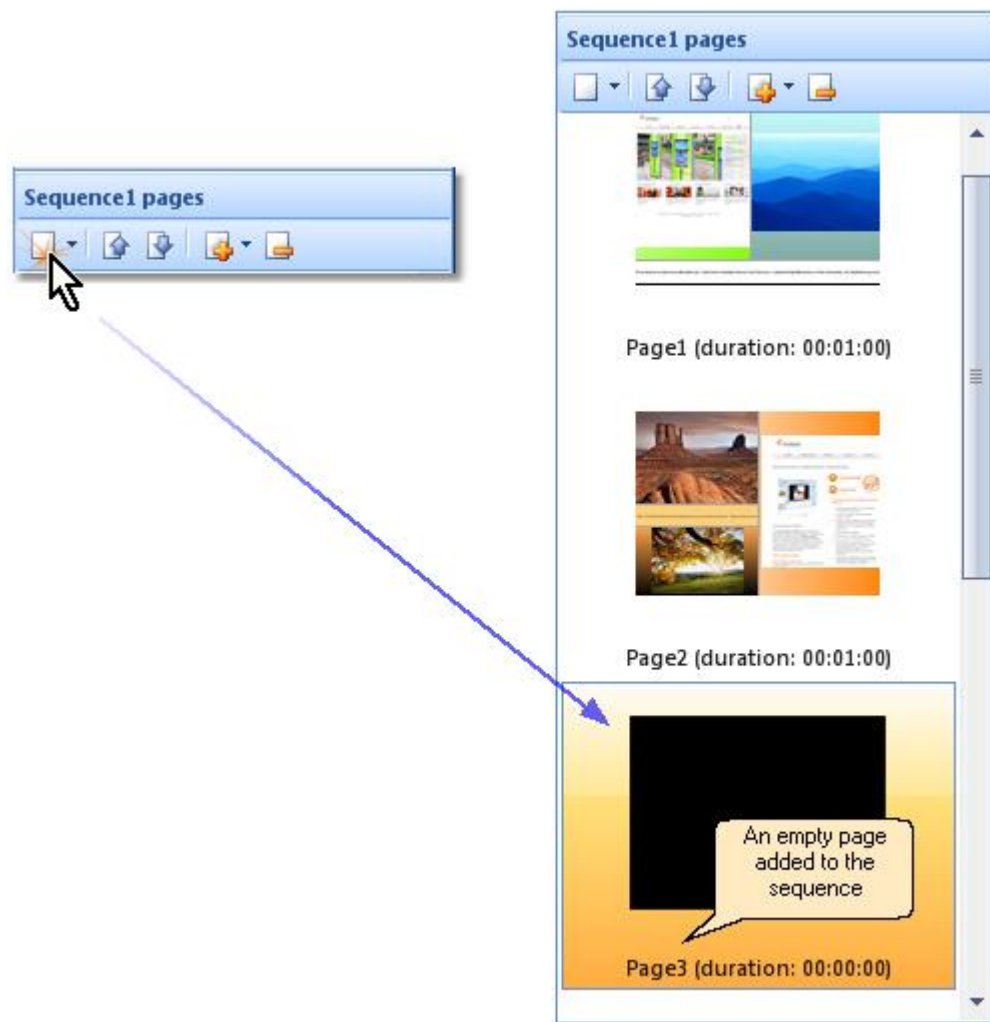
8.3 Add New Pages

Pages are arranged in sequences.
There are three ways to add a page to a sequence:

- [Adding a new page to a sequence](#)
- [Adding an existing page to a sequence](#)
- [Adding a page from templates](#)

Adding a New Page to a Sequence

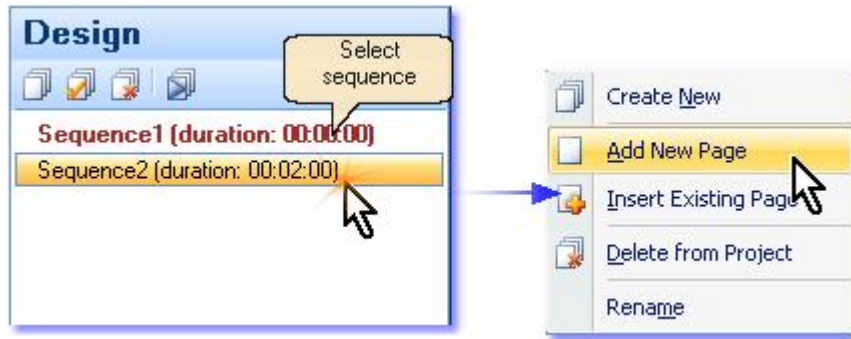
1. Activate [Page Designer](#) by selecting the **Design** menu in the ribbon.
Select the **Add New Page** command in the **Sequence Pages** pane. An empty page will appear in the [Page Designer](#):



NOTE: The new page dimensions will be based on the [display settings](#) you have defined.

OR

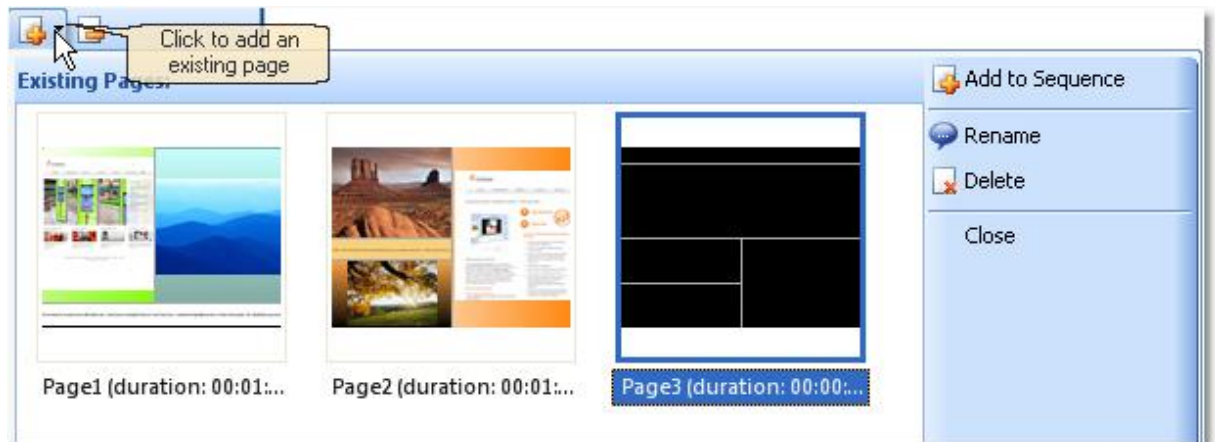
1. Select the sequence to which you want to add a page in the **Design** panel of the [Navigation pane](#), and right-click to open the context menu:



2. Select **Add New Page** in the context menu. The new page will be added to the sequence.

Inserting an Existing Page into the Sequence

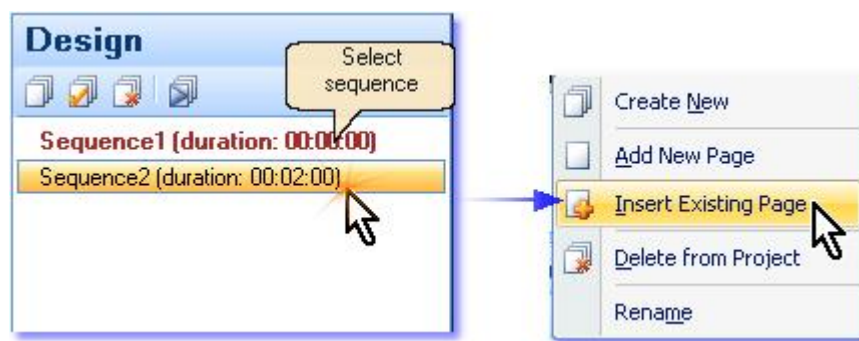
Select the **Add Existing Page to Sequence** command in the **Sequence Pages** pane. This will open a Page Library for you to select the existing page from:



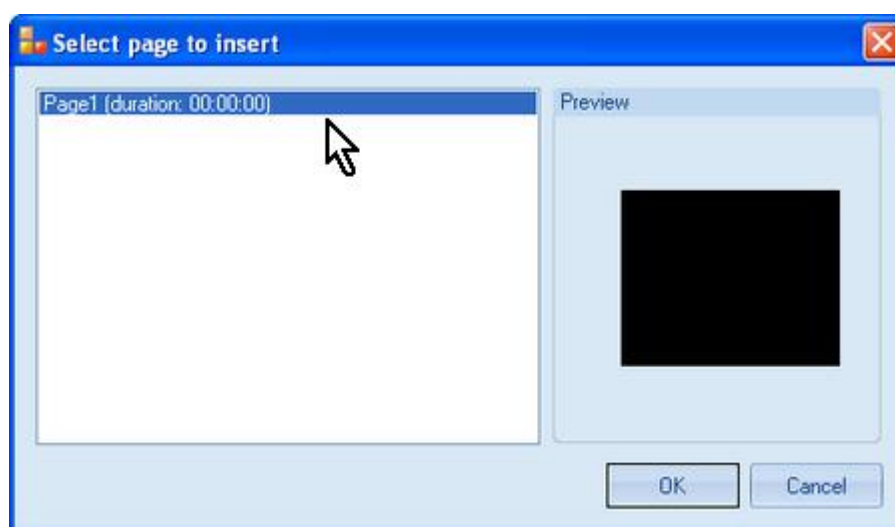
Select the page you want to add and click **Add to Sequence**. The page will be added to the sequence.

OR

1. Select the sequence to which you want to add a page in the **Design** panel of the [Navigation pane](#) and right-click to open the context menu:



2. Select **Insert Existing Page** in the context menu. This will open the dialog for selecting the page you want to add to the sequence:

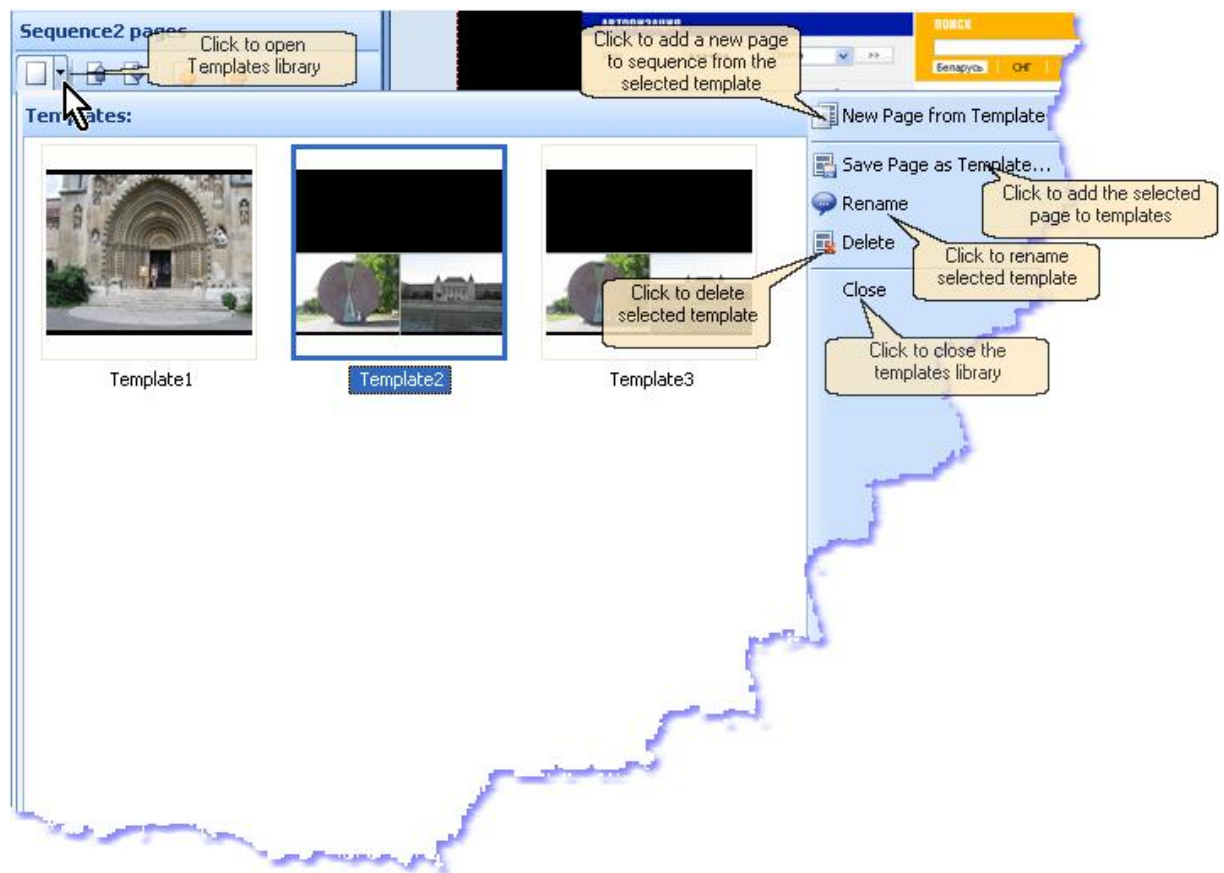


Select the page you want to add and click **OK**.
The selected page will be added to the sequence.

NOTE: The pages already added to the sequence will be disabled, i.e. you cannot add them to the same sequence twice.

Adding a Page from Templates

To add a page from templates, click the arrow in the **Add New Page** of the **Sequence Pages** pane toolbar. This will open the page templates library:



Select the template you want to add to the sequence and click **New Page from Template**. The template will be added to the list of sequence pages.
 To save the current page as template, click **Save Page as Template**.
 To rename a template, select it and click **Rename**.
 To remove a page from templates library, select it and click **Delete**.
 To close the templates library, click **Close**.

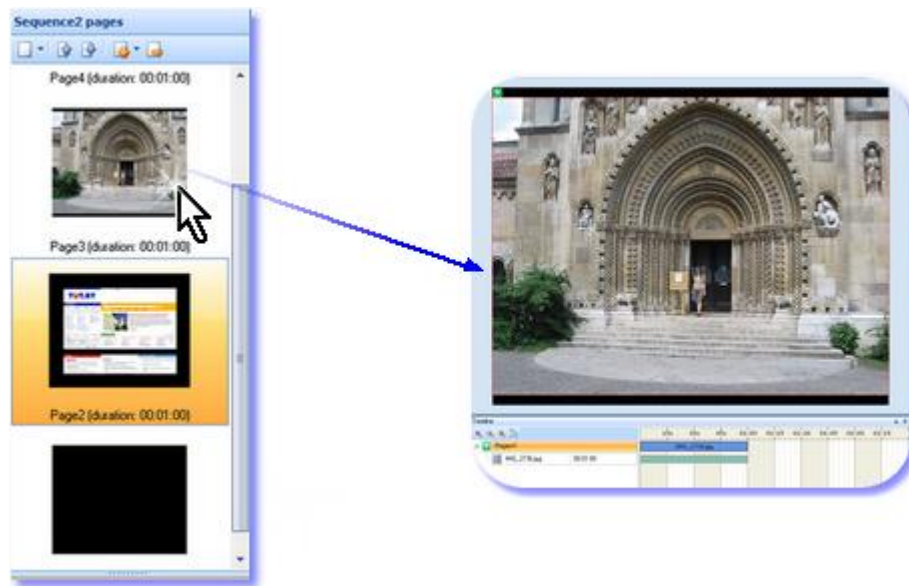
8.4 Edit Existing Pages

Page content is edited in the [Page Designer](#).

You can edit existing pages by:

- [Editing page content](#)
- [Defining page timing parameters](#)
- [Editing page properties](#)

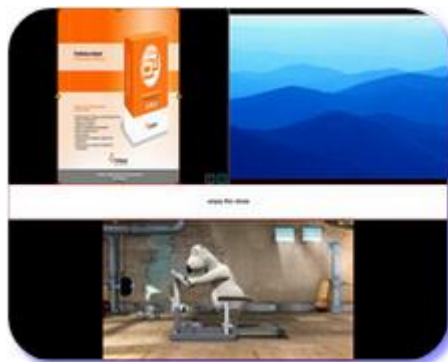
Select the page you want to edit by clicking on it in the [Navigation](#) pane:



Editing Page Content

To organize page content, you need to:

1. **Define page layout.** The key elements in structuring pages are [regions](#). A region is a square area on a page consisting of a number of frames. For example, you can have a page split into four regions, with a PDF file in the first region, an image in the second region, a news ticker in the third region, and a video in the fourth region:



For a detailed description of splitting a page into regions, see [Split page into regions](#).

2. **Add media content.** Media content is added to [frames](#) within [regions](#) (see [Add media to region frames](#)).

Any media object added to the [region](#) is by default "stretched" to the maximum required size (the size of the region). Most objects are stretched with their proportions kept. In other words, if region proportions are different from object proportions, the height/width of the object will be stretched to the maximum, while the rest of the region area will remain blank.

Thus, in most cases you need to define region size, and the objects will automatically fill all available space.

You can also define object size manually by dragging image grabbers, or by modifying object

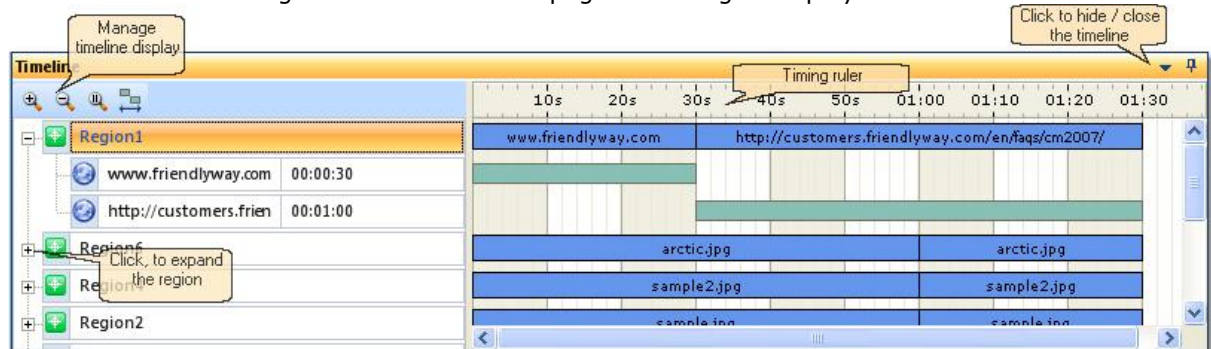
Placement parameters. In this case the stretching mode will be disabled, and the object will keep the size you have defined, even if the size of the parent region has changed:



Defining Page Timing Parameters

To adjust page timing settings, you need to modify the timing parameters of page regions and frames.

The most convenient tool for fine-tuning timing parameters on page level is the **Timeline**. The timeline lists all the regions and frames of a page indicating their playback duration:

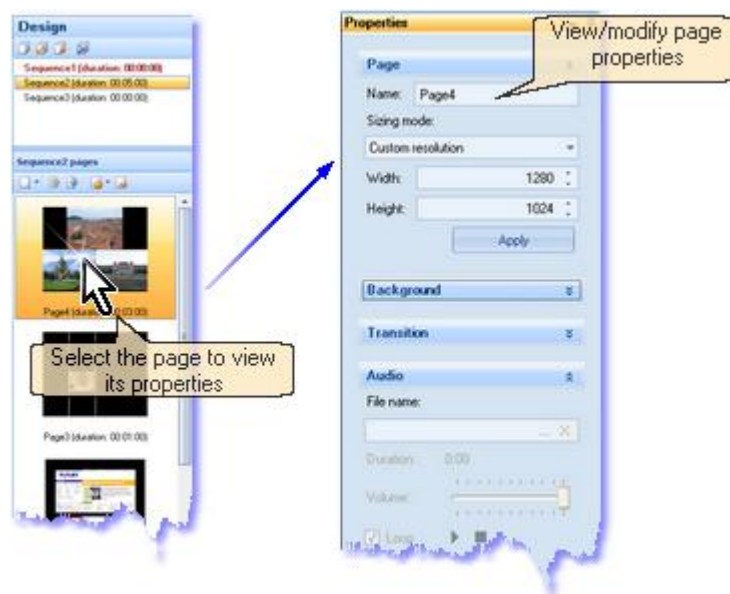


Editing Page Properties

Page properties include:

- **Page Name** - the page identifier in the project.
- **Sizing Mode** - the page dimensions for presentation on the display.
- **Transition** - the way in which the page appears over the previous one.
- **Audio** - an audio file played back during page presentation.

To edit page properties, select the page in the **Navigation** pane or in the **Page Designer** and go to the **Properties** tab of the **Dockable Pane**:



For a detailed description, see [Define page properties](#).

Page Preview

You can preview your page.



To begin the page preview, click on  in the [ribbon](#).

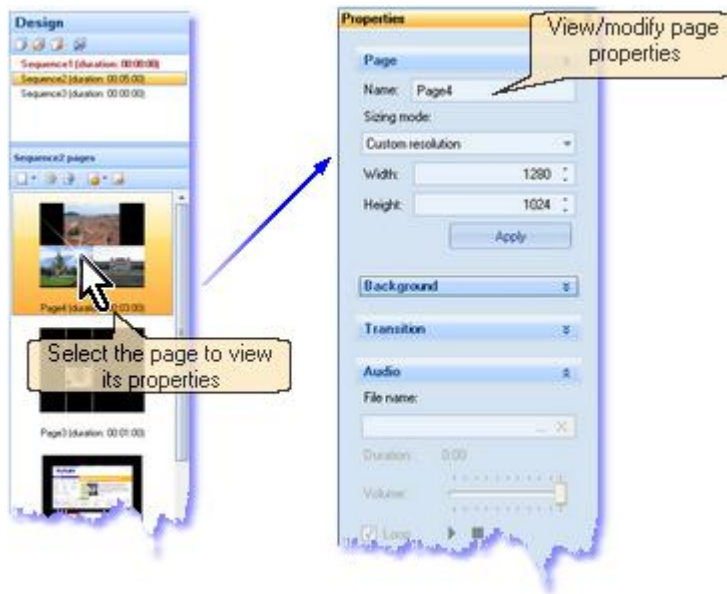
To stop the page presentation, press the ESC key.

8.5 Define Page Properties

You can view and modify page properties on the **Properties** tab of the [Dockable Pane](#). They include:

- [Page Name](#)
- [Sizing Mode](#)
- [Page Background](#)
- [Transition](#)
- [Audio](#)

To view page properties, select the required page in the [navigation pane](#).

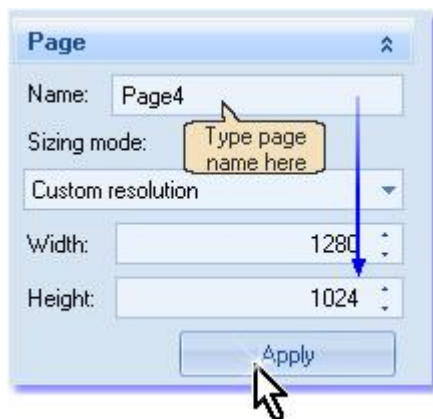


Page Name

The page name is the page identifier in the project.

By default pages are assigned a number based on the order in which they are added to the project.

You can assign a custom name to the page by typing it in the Name field:



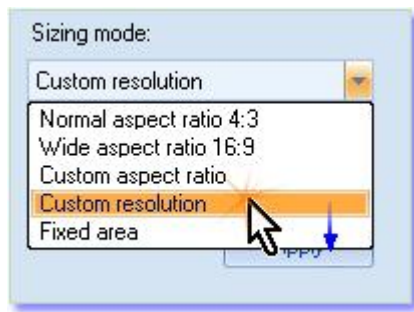
Click **Apply** for the changes to take effect. The page name will be displayed in the **Page Designer** and **Sequence Pages** under the respective page.

Sizing Mode

Page dimensions are defined in the [display settings](#) at project creation. In this case they will be applied to all new pages.

However, you can modify current page properties on the **Properties** tab of the [Dockable Pane](#).

1. In the **Sizing mode** area select the required aspect ratio or display resolution (see [Configure Display Settings](#) for their description) and click **Apply**.



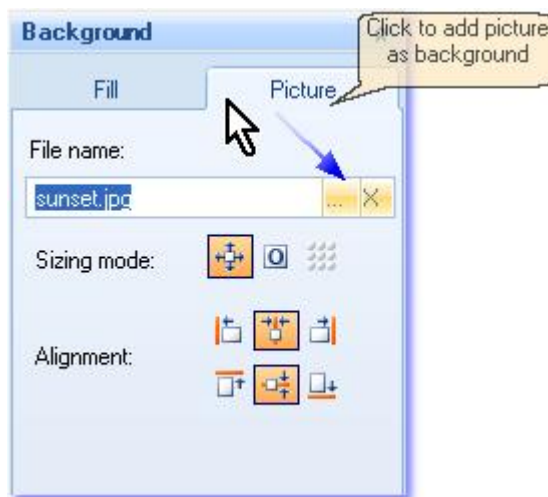
Page Background

Here you can define a background for a whole page.

The background can be either an **image**, or **gradient fill**.

To add an **image** as background:

1. Click **Picture** in the **Background** properties.
2. Click  and select the file that you want to use as background:



3. Adjust picture alignment by using the **Sizing Mode** and **Alignment** settings.

-  **Stretch** to stretch the image to the maximum size that will fit in the page.
-  **Original Size** to reset to original image size.
-  **Tile** to tile the image to cover the whole background.

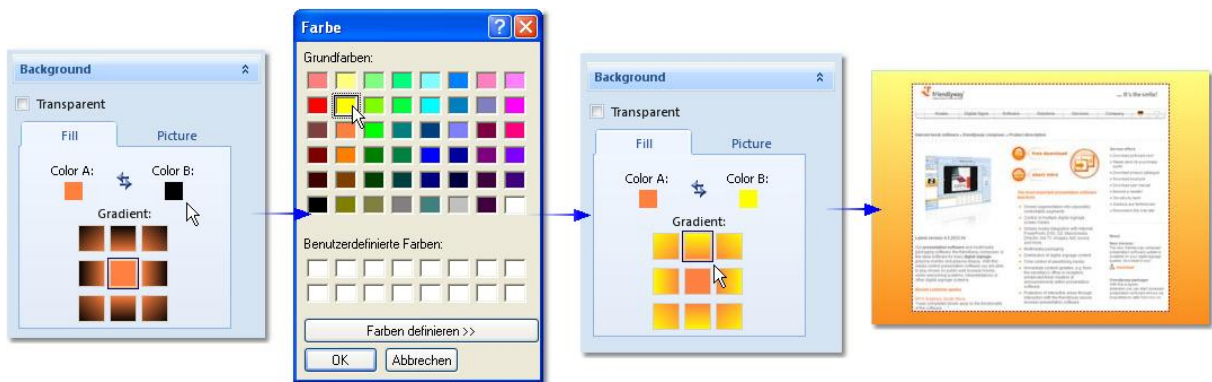
For **Stretch** and **Original size** you can fine-tune image location using the corresponding buttons.

To apply **gradient fill** as background:

1. Click **Fill** in the **Background** properties.
2. Select color **A** for uniform fill (by default):



You can also apply gradient fill based on two colors.
For this you need to select two colors (**A** and **B**) and the direction for gradient fill (9 options are available):



Page Transition

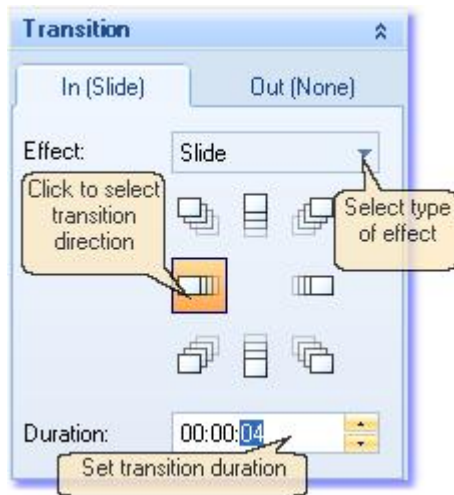
Transition is the visual effect that defines the way a particular page changes to the next one.

1. Select the type of effect you want to use. Three options are available:

- **None** - the new page appears above the previous one with no visual effects.
- **Slide** - the page slides over the preceding page in the selected direction.
- **Expand** - the page expands over the preceding page in the selected direction.

2. Select the transition direction out of 9 options.

3. Define visual effect duration, i.e. how fast or how slow the page will be replaced with the next one.

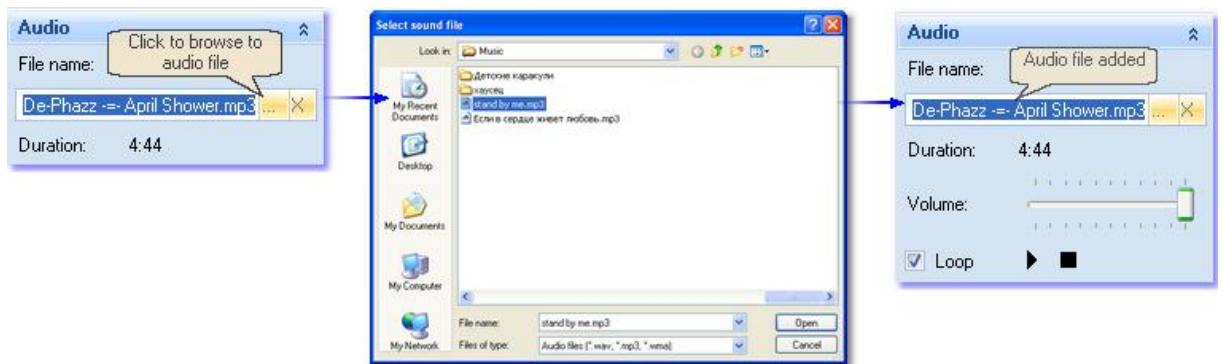


Page Audio

You can elaborate your presentation by adding an audio track to play during the page display.

To add an audio file to the page:

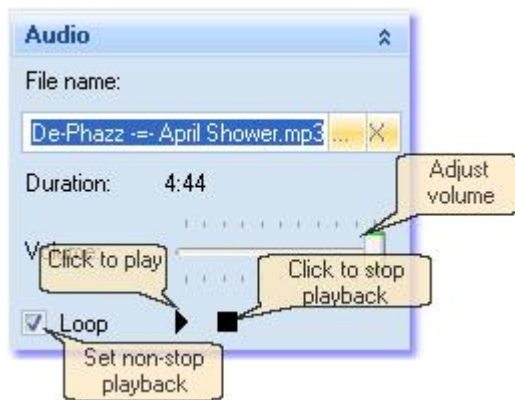
1. Click  to open the dialog for selecting the audio file you want to add (**.wav**, **.mp3**, **.wma**). Select the file and click **Open**. The file name will now appear in the **File name** field, and its duration will be indicated under **Duration**:



Click  to remove the selected file.

You can playback the audio file, using the volume slider to adjust volume.

For non-stop playback, select the **Loop** checkbox:



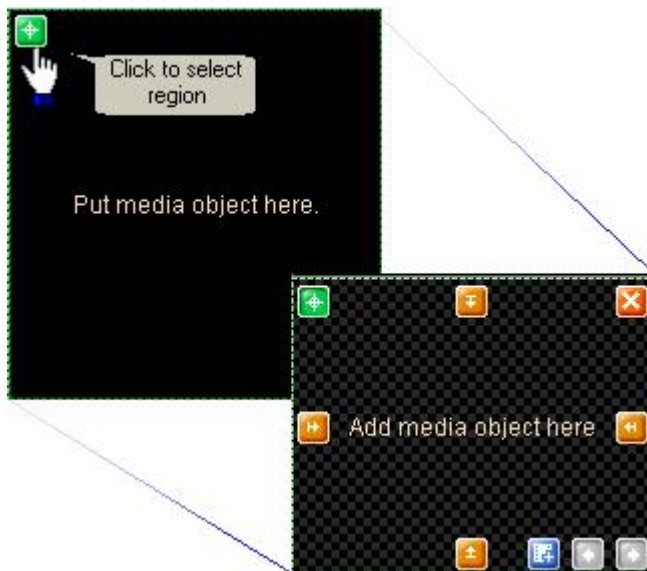
8.6 Split Page into Regions

Regions are the key element in organizing page layout. Page content (media objects) is added to regions.

Adding a New Region

When you create a page, it has only one region that equals the size of the page. All other regions are created by means of splitting the existing region in the selected direction.

To activate page splitting tools, click  in the top left corner of the initial region:



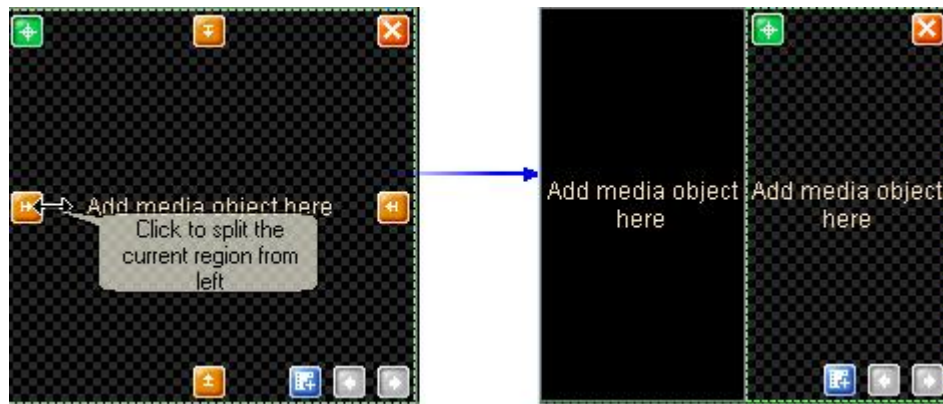
Each region has four splitting tools.

To split the region from top, click .

To split the region from bottom, click .

To split the region from left, click .

To split the region from right, click .



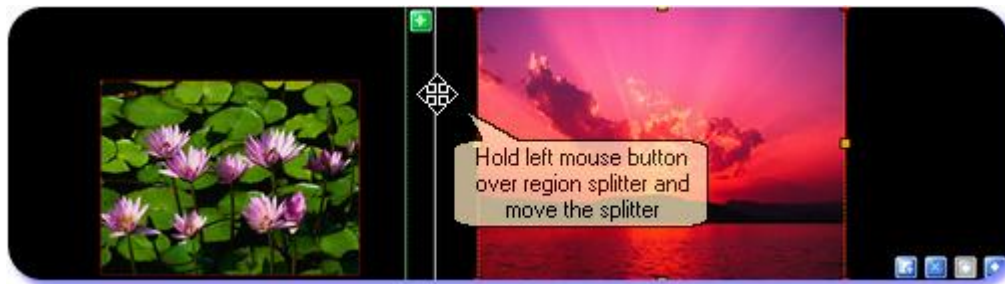
Each region is created with an empty **frame**. When an object is added to the current frame, a frame is automatically created for the object.

To navigate between frames of a region, use buttons  and .

You can also use the **Insert New Region** command in the **Region** tab of the **Design ribbon** menu or region context menu.

Adjusting Region Size

To adjust region size, move the region splitter:

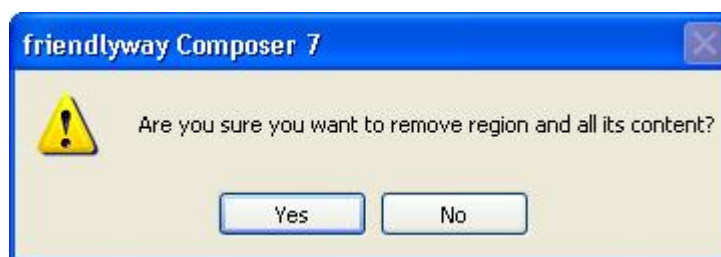


Removing a Region

When you remove a region, you will remove all of its content, i.e. all frames and media objects that have been added to it.

To remove a region, select it by clicking , and then click , or select the **Delete** command in the **Region** tab of the **Design ribbon** menu or region context menu.

A message will appear:



Click **Yes** if you really want to remove the region and all its content. Otherwise, click **No**.

NOTE: Once you remove the region, you can reverse your action by using the **Undo** command.

8.7 Add Media to Region Frames

Media objects are added within frames of a page region.
A frame can have only one media object, while a region can have numerous frames.

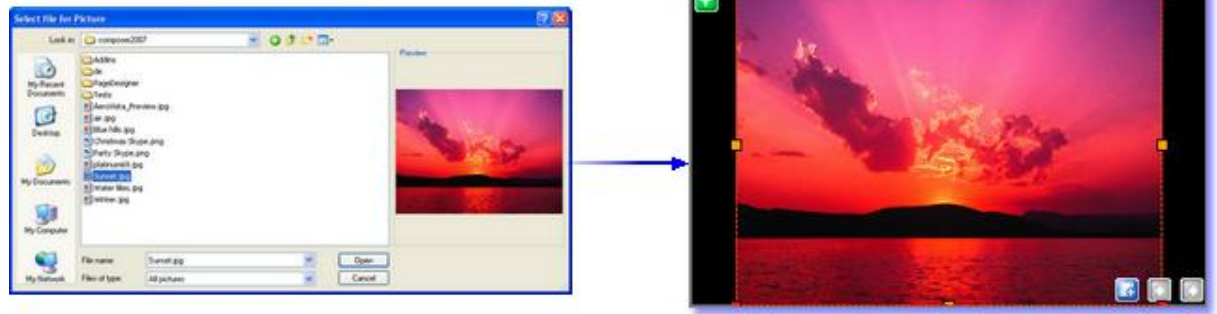
Adding a Media Object to a Region Frame

To add a media object to a region frame:

1. Activate the region to which you want to add the media object by clicking . Then open the pop-up menu for selecting the type of the media object you want to add (video, text, picture, PowerPoint, PDF, Web or flash) by clicking  :



2. After you select the type of the media object you want to add, a dialog for file selection will open. Browse to the file you want to add and click **Open**. The file will be added to the current frame:



See also:

- [Adding a Text Object](#)
- [Adding a PowerPoint Object](#)
- [Adding a Web Object](#)
- [Adding an RSS Feed](#)
- [Adding a TV Object](#)
- [Adding a Linked Project](#)

Modifying Object Size in a Region Frame

By default the media object takes up the maximum region area available. Many media objects, however, keep their original size or aspect ratio (pictures, video, PDF, flash). Thus, they may take up only part of the whole region area that is available to them.

To modify object size right in the region frame, hold the grabbers and drag:



To modify media objects' properties, go to the **Properties** tab of the [Dockable Pane](#).

Removing a Media Object from a Region

To remove a media object from a region, select the object, and use the **Delete** command in the context menu. A message will appear:



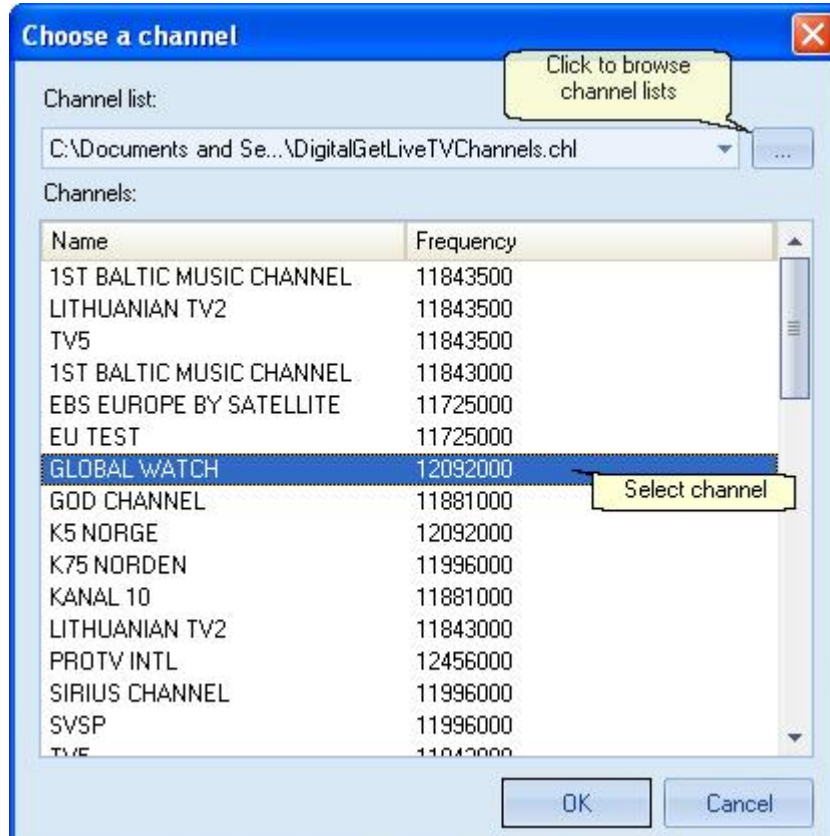
Click **Yes** to remove the object, otherwise click **No**.

8.7.1 Adding a TV Object

The workflow of adding a TV media object involves the following steps:

1. Install AbsolutTV on the *player* (please contact *friendlyway* for further details).
2. Run TV channel scanner on the *player* and save the results in a channel list file (**.chl**).
2. Export the channel list to *composer 7*.
3. Build the project in *composer 7*.
4. Select the channel from the channels list.
5. Deploy the project on the *player*.

When you select to add a TV media object, the following dialog will be opened:



Select the channel you like and click **OK**. A TV pictogram will appear in the region to which you added the TV object:



8.7.2 Adding a Linked Project

To add an existing *composer* project to your project, click on the **Linked Project** button in the ribbon:



NOTE! After you have added a linked project to your presentation, you will not be able to upload this project using Network Services. This function will be available in the next software version only.

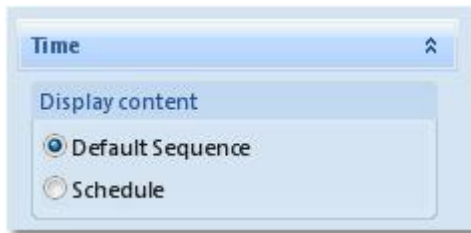
Specify the path to the required *composer* project, and click **OK**. The dialog window for action selection will appear:



If you choose **Default Sequence**, only the default sequence of the subproject will be played back in your main project.

If you choose **Schedule**, the sequences of the subproject will be played back according to the schedule of the linked project.

In the **Time** field of the dockable pane you can switch these options as and when required.

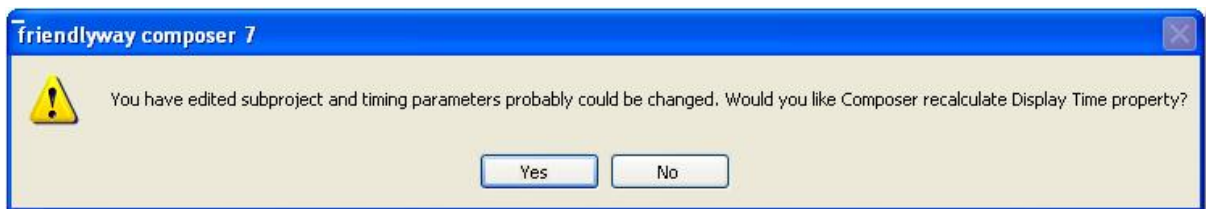


Adding a project, a backup copy of the linked project will be created in the directory where the main project folder is stored. In the main project folder an .xml file will be created. This .xml file contains the link to your subproject. **IMPORTANT!** If you want to transmit your main project to another PC manual, do not forget to copy this backup copy to the target computer too.

To edit the linked project, click **Edit** in the dockable pane:



The subproject will be opened in a new *composer* window. During you are editing the subproject is the main project window disabled. After you have saved the changes in the subproject and closed the linked project windows the following message will appear in the main project window:



Click **Yes** if you want the composer to recalculate the display time properties.

8.7.3 Adding an RSS Feed

To add an RSS feed to your project, click on the **RSS** button in the ribbon:



The dialog window **Add RSS** will appear. Specify the URL in the corresponding field or click  to navigate to the local file:

A screenshot of a Windows-style dialog box titled "Add RSS". It has a blue title bar with a close button (X) in the top right corner. The dialog contains several input fields and checkboxes. At the top is a text field labeled "RSS:" followed by a button with three dots "...". Below this is a checkbox labeled "RSS requires authentication:". If checked, it reveals two text fields: "User name:" and "Password:". Below these is another checkbox labeled "Use proxy server:". If checked, it reveals three text fields: "Proxy server:", "User name:", and "Password:". At the bottom right are two buttons: "OK" and "Cancel".

Add RSS

RSS: ...

☐ RSS requires authentication:

User name:

Password:

☐ Use proxy server:

Proxy server:

User name:

Password:

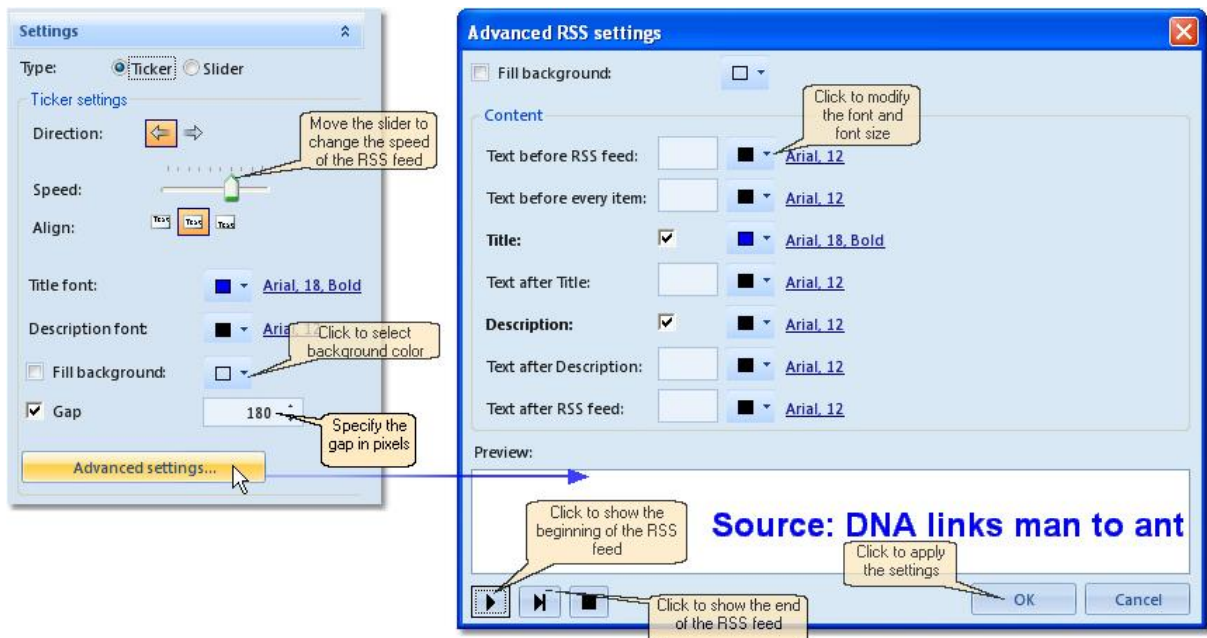
OK Cancel

You can specify user name and password if the RSS requires authentication. Specify proxy server and user name/password if needed. Click **Apply**. Please note that proxy settings on the composer workstation and on the player stations should be the same. If this is not the case it is assumed that the player settings are more important.

These options can be changed in the **Feed source** field of the dockable pane.

For the media object RSS you can choose either **Ticker** or **Slider** type of view. Each mode has its own settings.

Ticker type has only right to left and left to right move direction. You can use the slider to modify the movement speed. In the field **Ticker settings** you can specify color, font and font size of news title and description. To customize the appearance of the news ticker click **Advanced settings...**



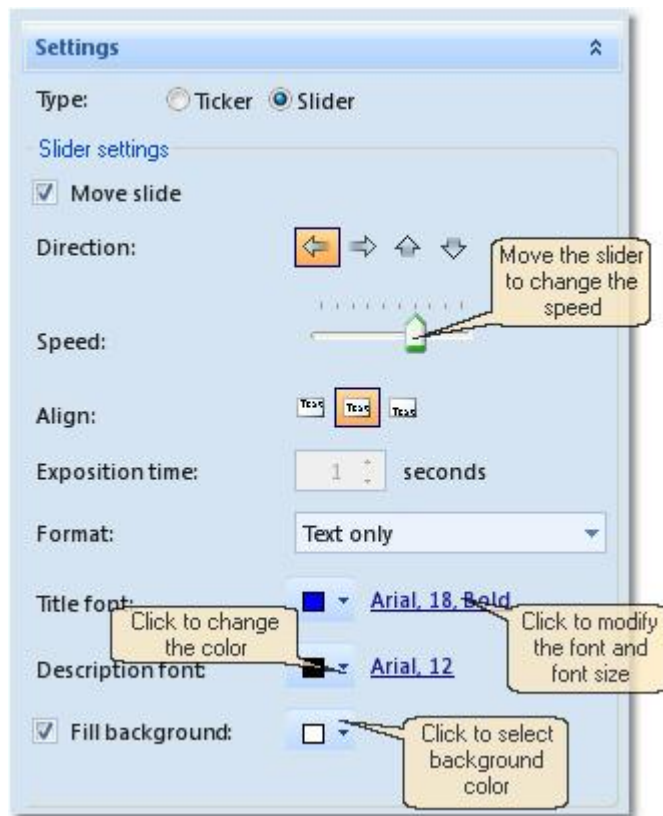
In the window **Advanced RSS settings** you can set the text that will be displayed before and after the RSS feed, between news items, after news title and description. As well you can change color, font and font size for every element of the feed. Use buttons  and  to preview the beginning and the end of the RSS feed.

Slider mode has 4 move directions: right to left, left to right, bottom to top and top to bottom. You can use the slider to modify the movement speed. If you disable the option **Move slide**, the options **Direction** and **Speed** will be disabled too. If you enable the option **Move slide**, the option **Exposition time** will be disabled.

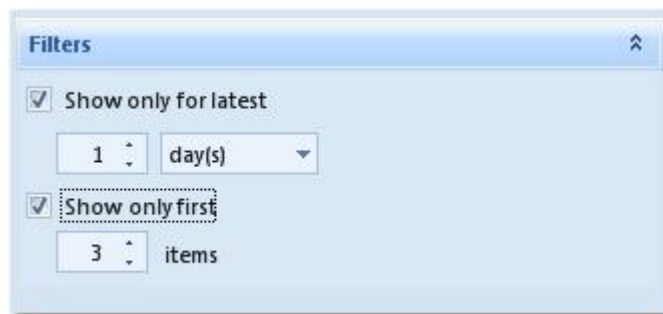
In Slider mode you can specify:

- **Align** - the RSS Feed can be aligned vertically: top, bottom or centered.
- **Exposition time** - how long the slide should be in static state on the screen before it will be changed with the next slide.
- **Format** - this option has following parameters: Text only, Text and Pictures, Original HTML. For two first options you can set title and description styles (font, size, color).
- **Background** - You can choose the background color from the color box or you can disable the option **Fill background**. In this case the background of the frame will be transparent and the RSS Feed will appear directly over the region background selected in the region properties.

In corresponding fields of the **Slider settings** window you can specify color, font and font size of news title and description:

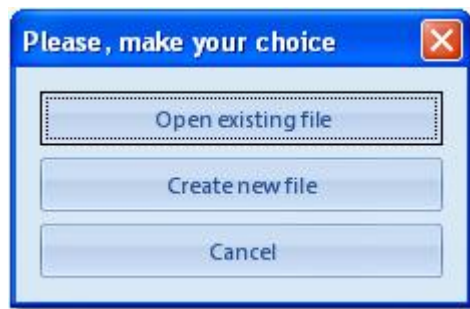


By adding an RSS feed to your project you can sort the news items that will be displayed. Indicate in the corresponding fields how old can the news items be (in days, hours or minutes) before they expire and how many news items should be displayed:



8.7.4 Adding a Text Object

When you choose to add a text object, a window will open offering to select between opening an existing file or creating a new file:



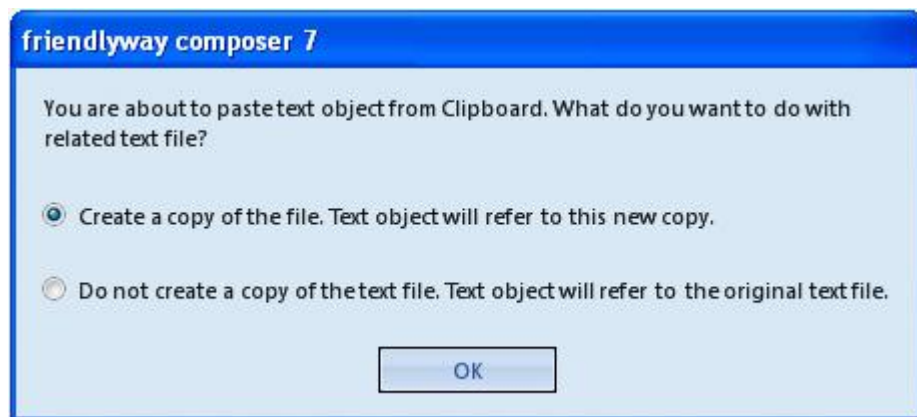
To open an existing file, click **Open existing file** and browse to the file you want to add.

To create a new file, click **Create new file**. This will open the [text editor](#).

You can add a text object that is already being used in your project. To do that, click with the right mouse button on the frame with the text object you want to add to another frame. Select **Copy**:



Then go to the region where you want to add this text object, click with the right mouse button and select **Paste**. The following window will appear:



If you choose the first option **Create a copy of the file**, your new text object will refer to the new file. All the changes that will be made to this text object will not be reflected on the first text file.

If you choose the second option **Do not create a copy of the file**, every change of the original text file will be reflected on this text object and every change of this text object will be reflected on the original text file.

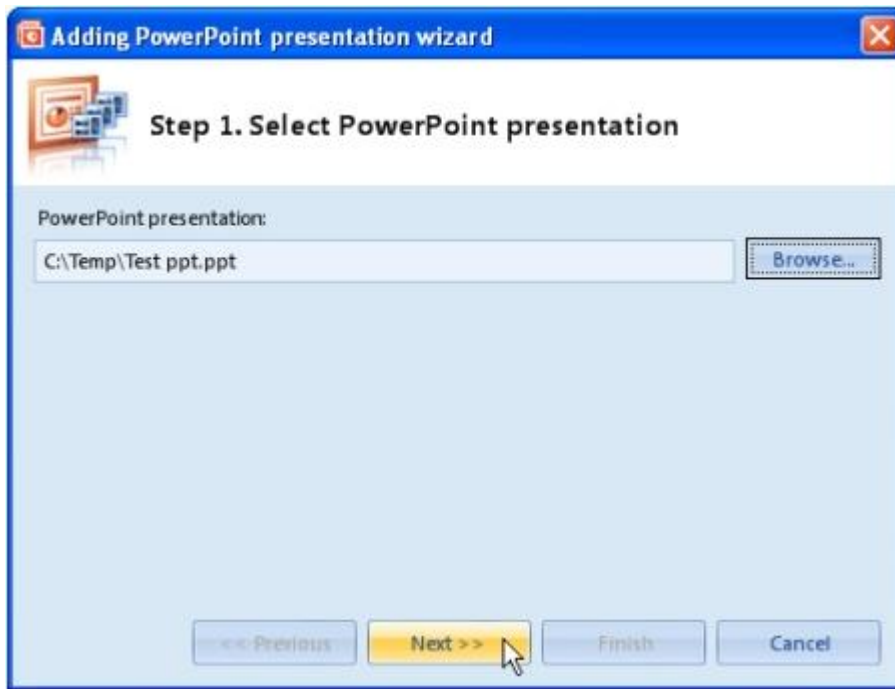
8.7.5 Adding a PowerPoint Object

Before you add a PowerPoint presentation to your project please ensure that the PowerPoint itself is installed on your computer.

To add a PowerPoint presentation to your project, click on the **PowerPoint** button in the ribbon:



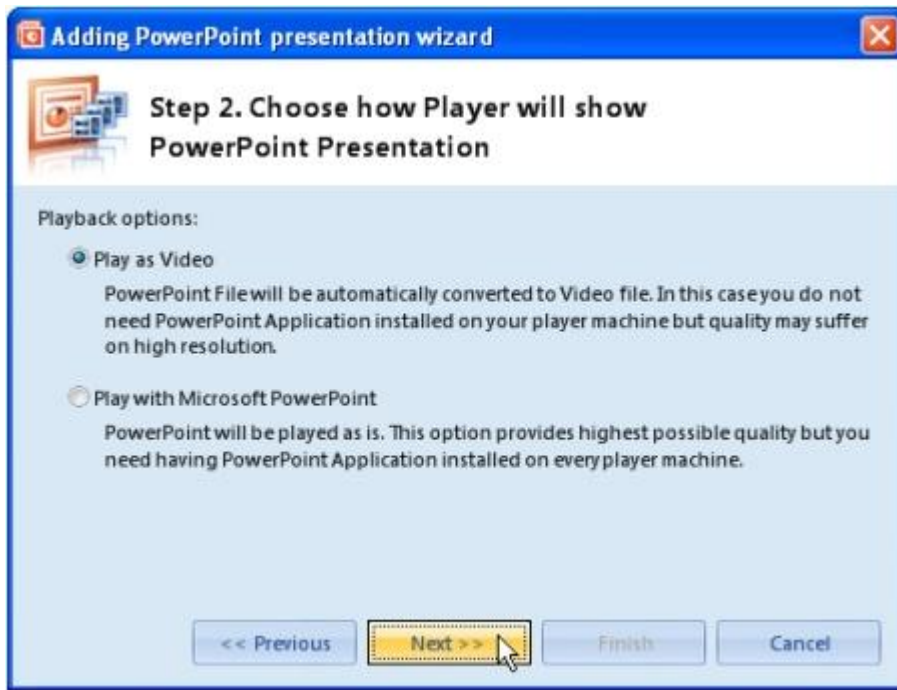
Adding PowerPoint presentation wizard will appear. In the first step, select the required .ppt file. To do this, click on the Browse button to specify the file path, and then click **Next**:



In the next step, choose between 2 options possible for the PowerPoint playback: your presentation can be converted to a video file and played back as video or it can be played back by PowerPoint natively. Making this choice you should take into consideration that the conversion to video can cause quality loss, although you wouldn't need to install the PowerPoint application on your player machine. Playback with PowerPoint provides the highest quality, but it implies the PowerPoint installation on every player machine. You can decide what option is more acceptable for you and proceed with the procedure according to this decision. Below you'll find the description for both approaches.

Play as Video

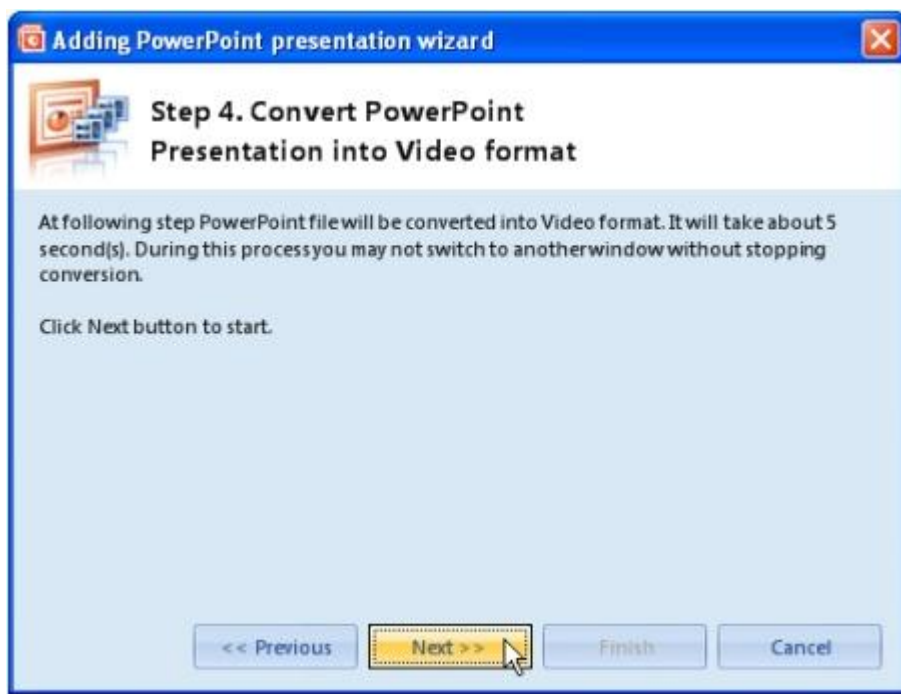
Activate the option "Play as Video", and click **Next**:



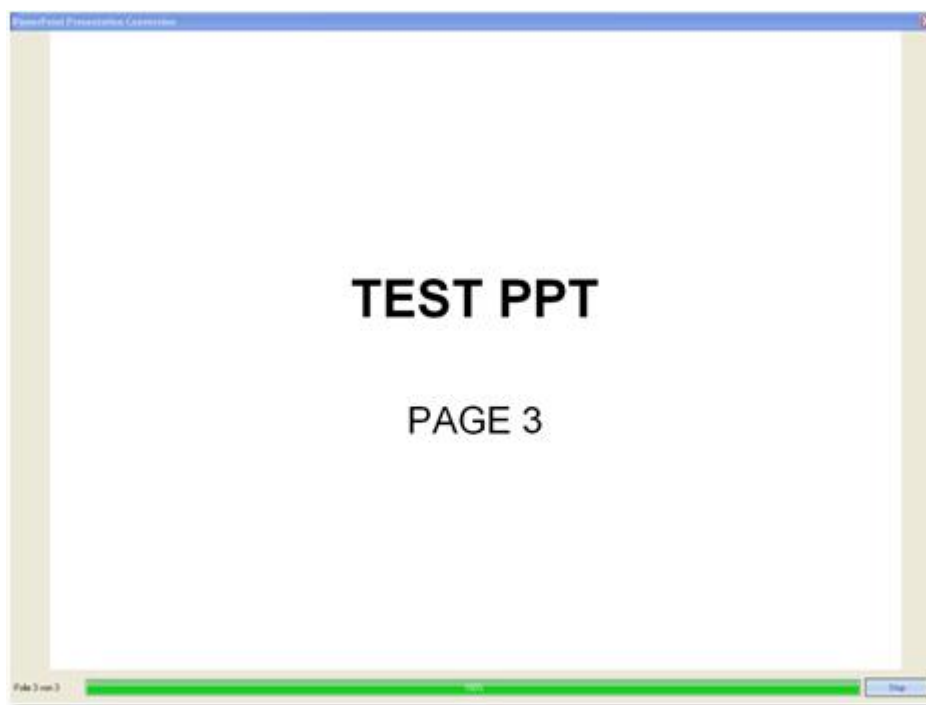
In the third wizard step, specify the timing settings by choosing between forced slide transition every x seconds and internal presentation settings for the slide transition:



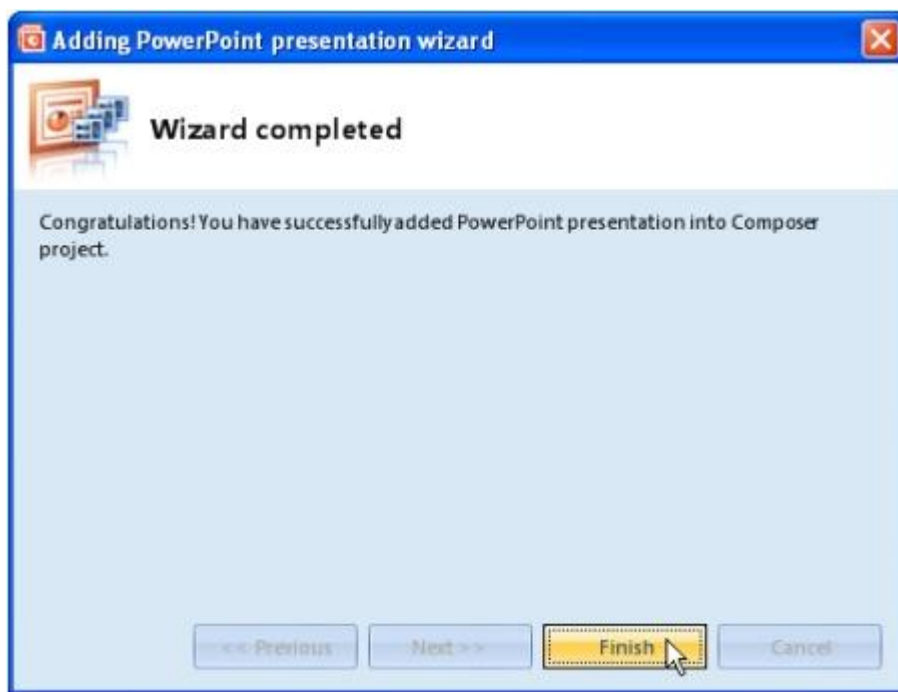
During conversion process, it will be impossible to switch to another window/application, because the video picture is being captured from the display while PowerPoint plays back the presentation file. If you have a long presentation you should take into account that the conversion time will be as much as the PowerPoint playback time. To start conversion, click **Next**:



The conversion window will appear:



Please wait until window with the Wizard completed message will appear, and click **Finish**:

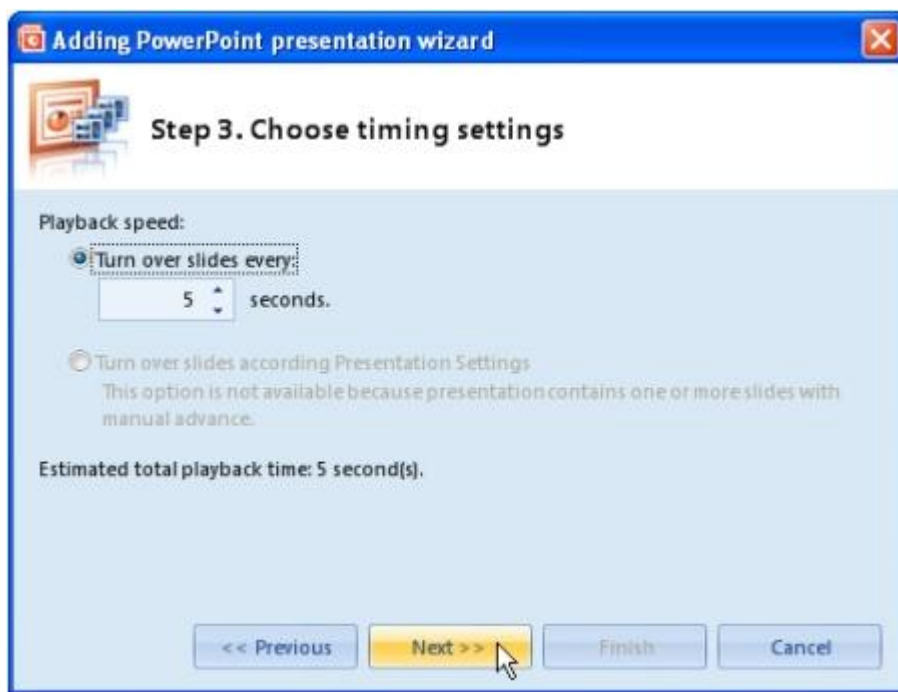


Play with Microsoft PowerPoint

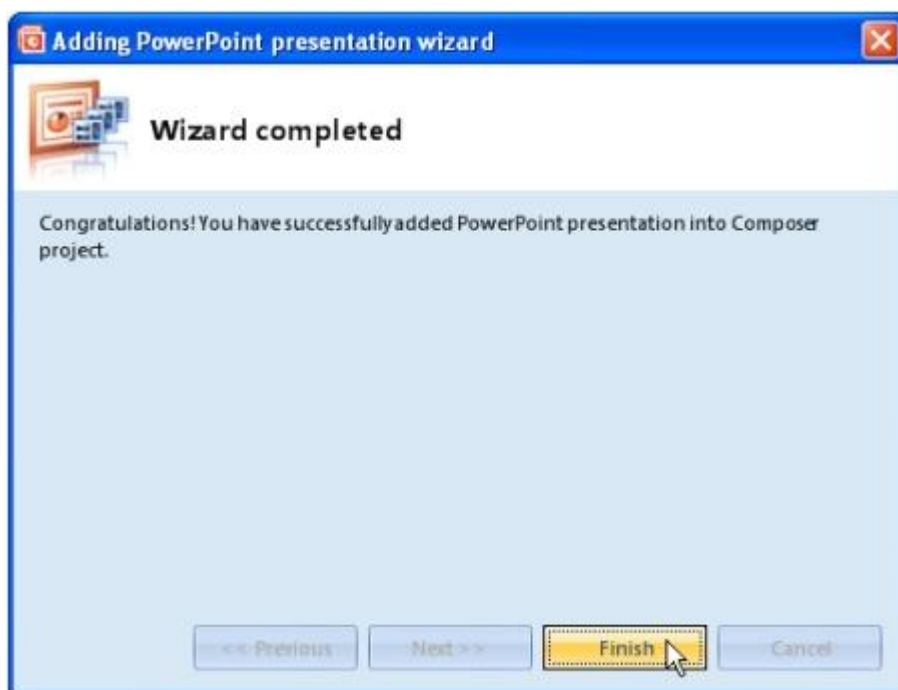
Select the option "Play with Microsoft PowerPoint", and click **Next**:



Then, specify the timing settings by choosing between forced slide transition every x seconds and internal presentation settings for the slide transition:



After that, a window with the Wizard completed message will appear. Click **Finish**:



8.7.6 Adding a Web Object

friendlyway composer 7 provides you a possibility to add a Web object to your presentation. You can add a page from internet as well as a local page. The workflow for adding this type of media objects is following:

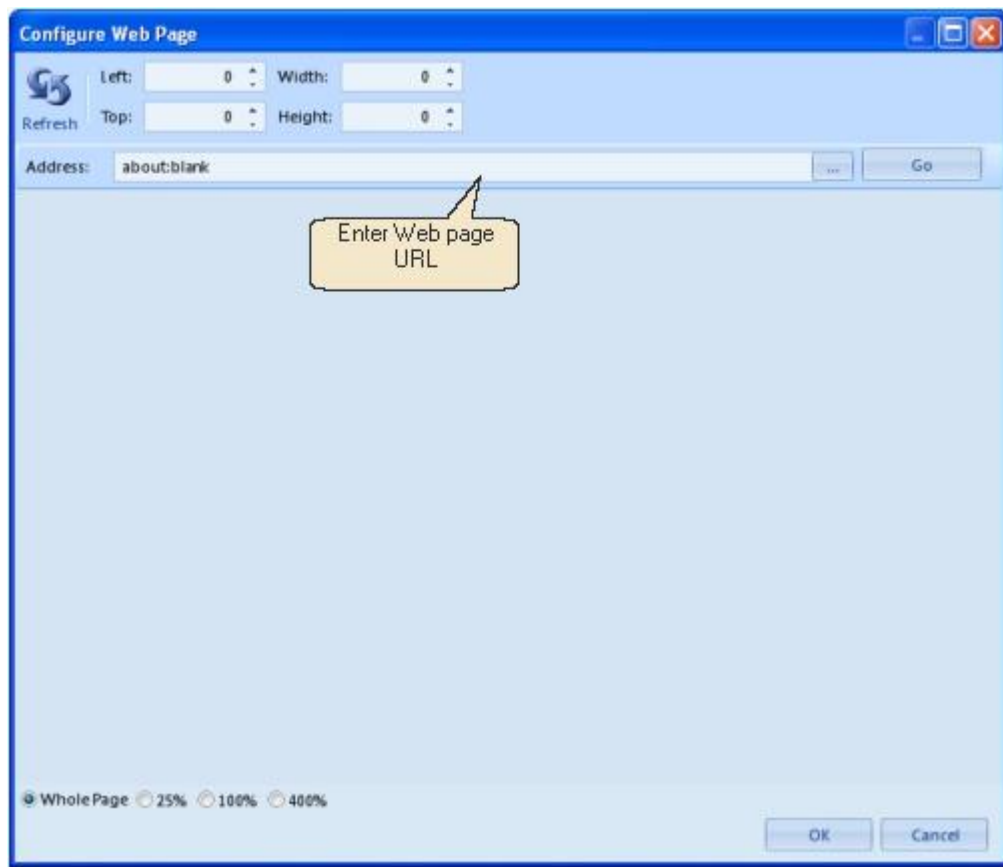
- [Adding a Page from Internet](#)
- [Adding a Local Page](#)

8.7.6.1 Adding a Page from Internet

To add a Web object to your project, click on the **Web** button in the ribbon:



A dialog window will open for configuring the Web page to be added:



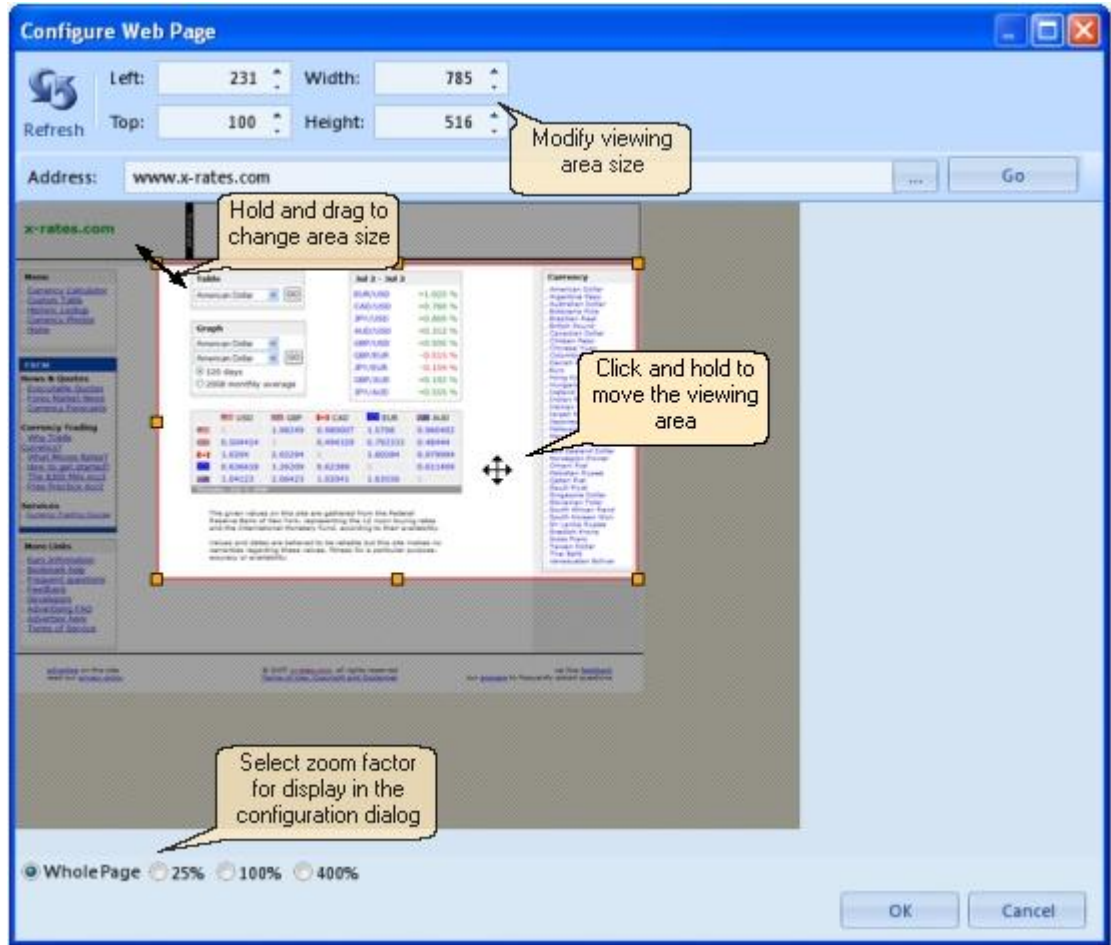
Address: Enter the URL of the Web page you want to display in your presentation.

Go: Click this button to browse to a Web page file saved on your computer.

Refresh: Reload the Web page.

Select the zoom factor for displaying the Web page: **Whole Page, 25%, 100%, 400%**.

Once the Web site has been loaded, you can define the area of the Web page that will be displayed in the page region:



Or define the size of the viewing area in the corresponding fields:

Left: Set the indent of the viewing area to the right in pixels.

Top: Set the indent of the viewing area from the top in pixels.

Width: Set the width of the viewing area in pixels.

Height: Set the height of the viewing area in pixels.

Click **OK** to add the viewing area to the page region. Otherwise, click **Cancel**.

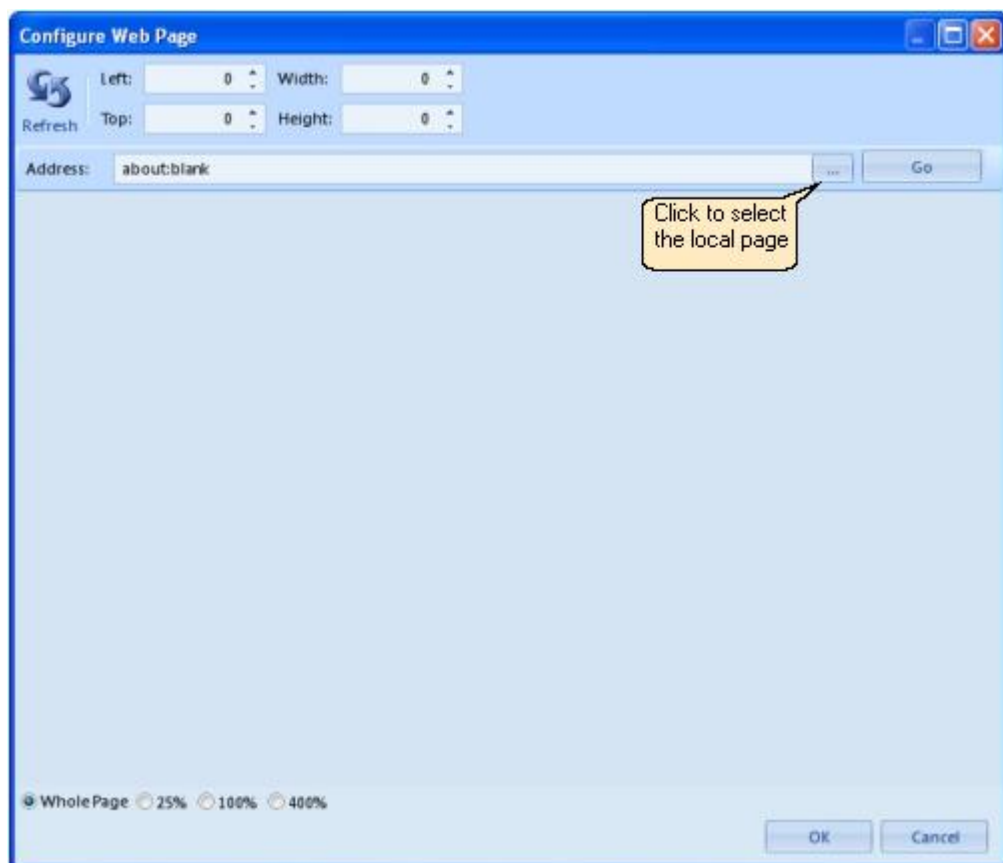
See [Web](#) on modifying Web object properties.

8.7.6.2 Adding a Local Page

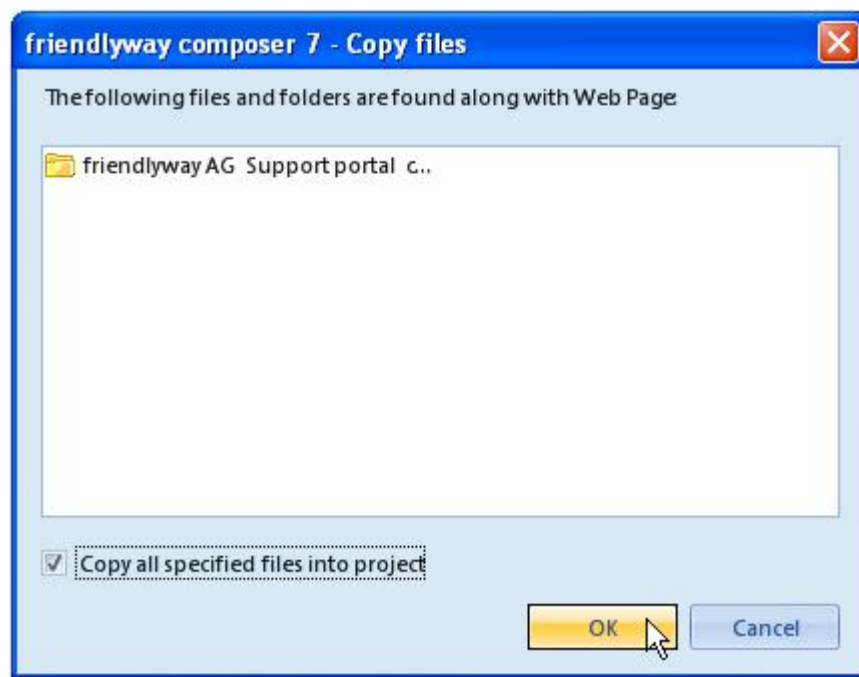
To add a local page to your project, click on the **Web** button in the ribbon:



A dialog window will open for configuring the media object to be added:

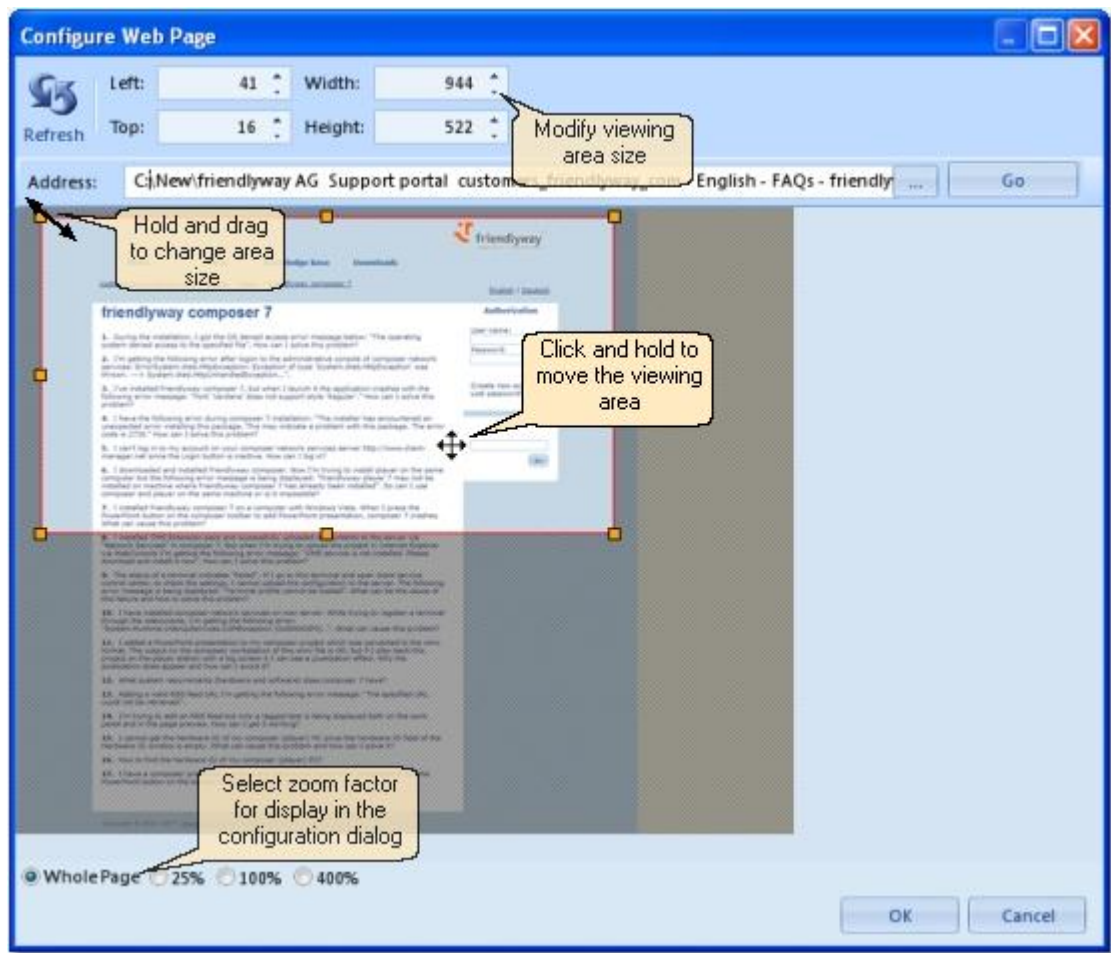


Click  to navigate to the local page you need. Select the page you wish and click **Open**. After the page has been displayed in the window, click **OK**. The dialog window will appear:



You will be recommended to copy into your project all files and folders are found in the directory where your local page is stored. Activate the option **Copy all specified files into project**. **Important!** Please ensure that the directory where your local page is stored contains only the files and folders are needing for displaying your local page. Click **OK**.

Once the local site has been loaded, you can define the area of the page that will be displayed in your presentation:



Or define the size of the viewing area in the corresponding fields:

Left: Set the indent of the viewing area to the right in pixels.

Top: Set the indent of the viewing area from the top in pixels.

Width: Set the width of the viewing area in pixels.

Height: Set the height of the viewing area in pixels.

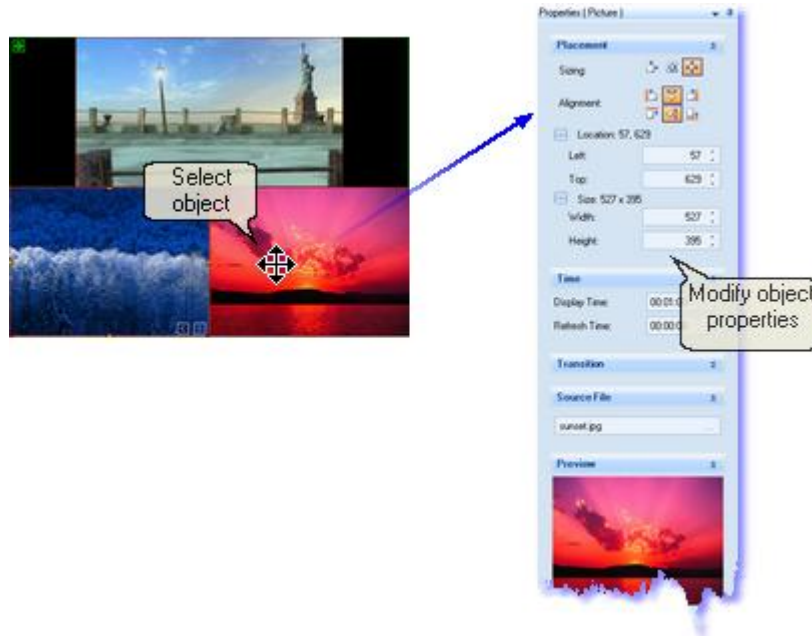
Click **OK** to add the viewing area to the page region. Otherwise, click **Cancel**.

See [Web](#) on modifying Web object properties.

8.8 Adjust Media Properties

Objects properties are modified on the **Properties** tab of the [Dockable Pane](#).

To modify object properties, select the object by clicking on it and go to its properties:



The properties are presented in the form of groups. Every properties group can be collapsed / expanded by clicking its heading or  and .

For example, to change **Source File**, open the **Source File** group by clicking . Click  to open the dialog for file selection:



Select the file and click **Open**. The file will be added to the frame instead of the previous one.

For the changes in properties to take effect, click **Enter** or move to the next properties group. Clicking **Esc** will cancel the changes, and the values will be reset.

Every media object has specific properties. See related topics:

- [Flash](#)
- [PDF](#)
- [Picture](#)
- [PowerPoint](#)
- [Text](#)
- [RSS](#)
- [Video](#)
- [Web](#)

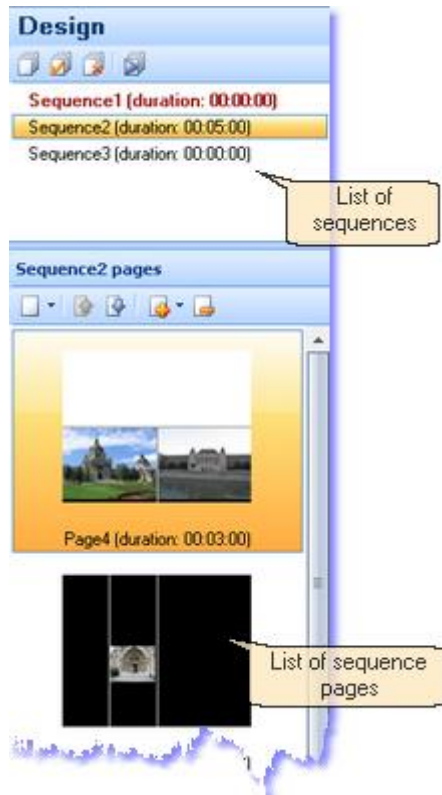
- [Linked Project](#)
- [TV](#)

8.9 Create Sequences

A sequence is a set of pages arranged in a certain order.

When you create a project, the first sequence is created by default and includes the first page of the project.

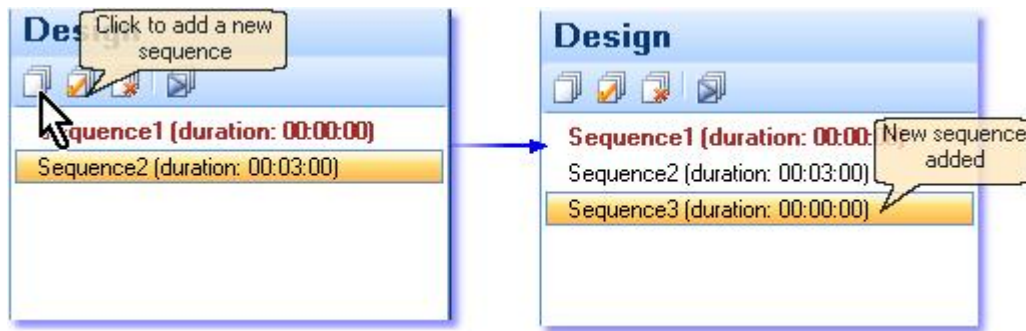
Sequences are listed in the **Design** pane of the [Navigation pane](#), and the pages that make up the sequence are listed in the **Sequence pages** pane:



Adding a New Sequence

To add a new sequence, click **Create New** button in the **Design** toolbar.

This will add a new sequence in the **Design** list of the [Navigation pane](#). The new sequence will be added after the existing ones and will be assigned a sequential number:



The newly created sequence is empty. You now need to [add pages to the sequence](#).

Changing Page Order in a Sequence

There are two methods for changing page order in a sequence:

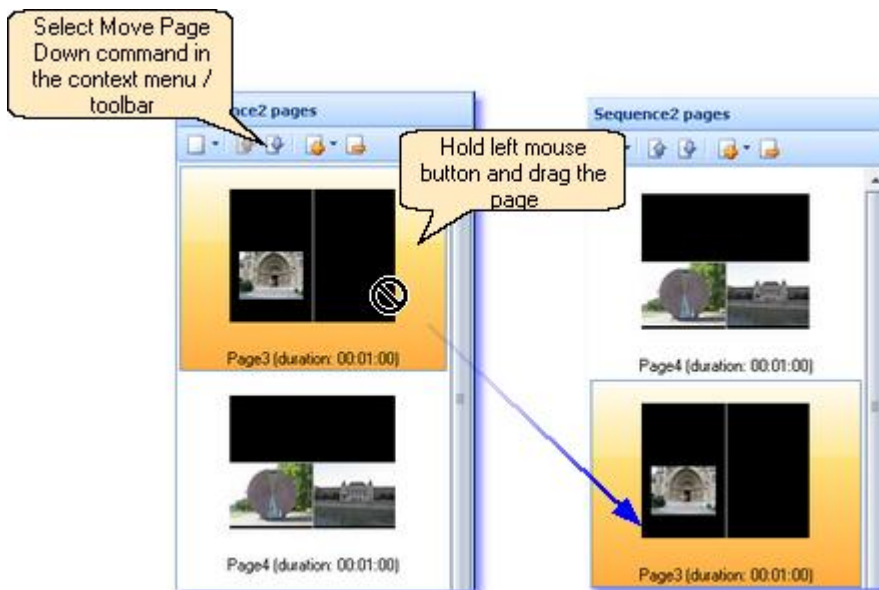
- Dragging and dropping.
- **Move Up** () and **Move Down** () buttons in the **Sequence pages** toolbar.

For example, to move a page down:

1. Click on the page you want to move, hold the left mouse button and drag the page to its destination.

OR

2. Click  in the **Sequence Pages** toolbar.
The page will be moved down:



Removing a Page from a Sequence

To remove a page from a sequence, select the page in the **Sequence Pages** list of the [Navigation pane](#) and click  in the **Sequence Pages** toolbar.

8.10 Create Schedule

In the schedule you can:

- [Add a new entry](#)
- [Set up the display deactivation](#)
- [Edit an existing entry](#)

Adding a New Entry

To add a new entry:

1. Click **New** in the **Entry** section of the **Schedule** tab in the ribbon:



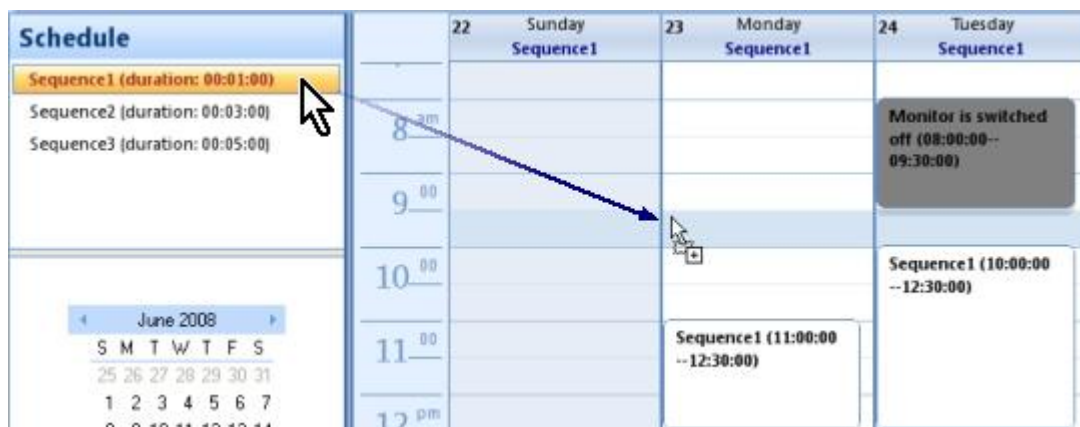
OR

Double-click the day on which you want to add the new entry:



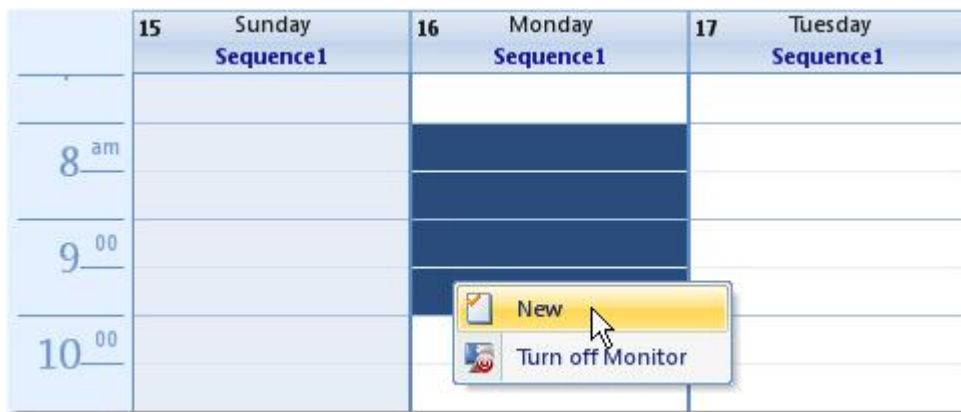
OR

Drag the sequence you want to add to schedule from the **Sequences** pane to the schedule view.

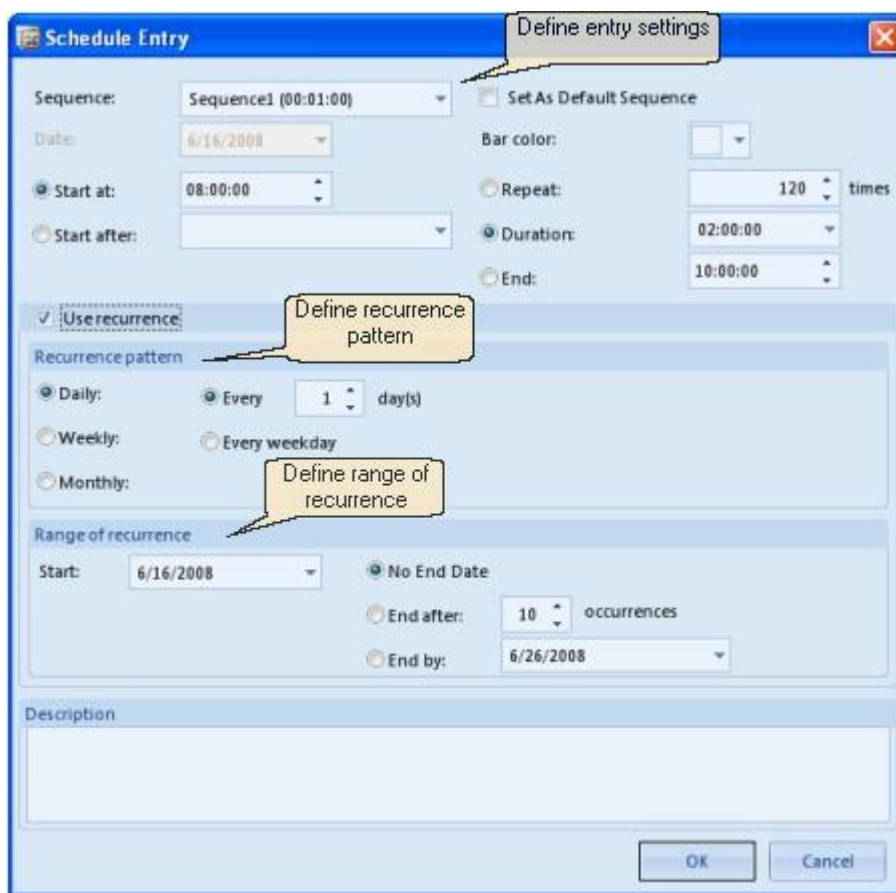


OR

Select the area in schedule view and click with the left mouse button on it, and click **New**:



This will open the dialog box for adding a new entry:



In the dialog you can define:

- [General entry settings](#)
- [Recurrence pattern](#)
- [Range of recurrence](#)

General entry settings

General entry settings include:

Sequence: Select the sequence you want to add to schedule from the drop-down list.

Date: For selecting the date to which you want to add your sequence, click the arrow or modify the date manually.

Start at: Define the time at which you want your sequence to start playing.

Start after: Select the sequence after which you want to play this sequence.

Bar color: Click to open a color palette for selecting the color in which you want this entry to appear in your schedule.

Repeat: Define the number of times your sequence should be repeated.

Duration: Set the duration for displaying your sequence.

End: Define the time at which the sequence should stop playing.

Recurrence pattern

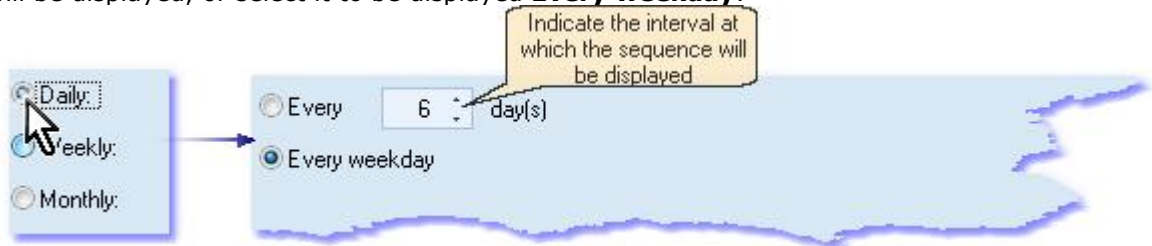
To activate recurrence setting properties, select the **Use Recurrence** check-box:

By specifying the recurrence pattern you specify the days on which the sequence will be displayed. Use the radio-button to select between **daily**, **weekly**, or **monthly** pattern.

Daily recurrence pattern

To activate the daily recurrence pattern, select **Daily** in the radio-group.

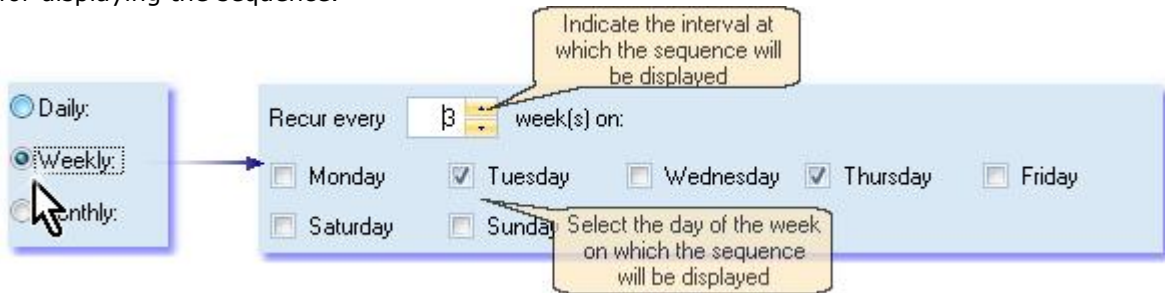
For the daily pattern, you can either indicate the interval (number of days) at which the sequence will be displayed, or select it to be displayed **Every weekday**:



Weekly recurrence pattern

To activate the weekly recurrence pattern, select **Weekly** in the radio-group.

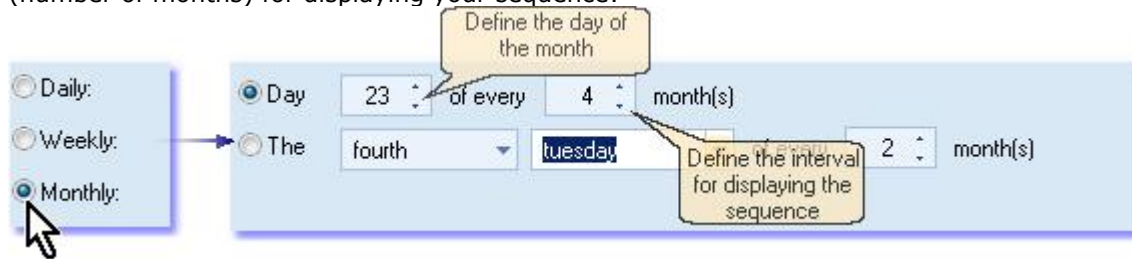
For the weekly pattern, you can indicate the interval (number of weeks) and the days of the week for displaying the sequence.



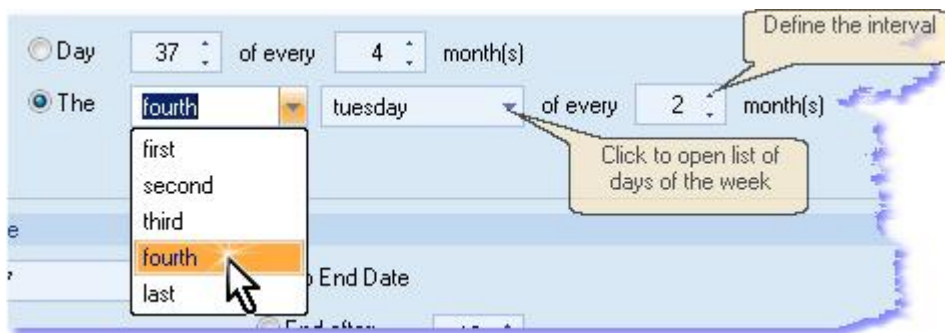
Monthly recurrence pattern

To activate the monthly recurrence pattern, select **Monthly** in the radio-group.

For the monthly pattern, you can specify the numerical day of the month and the interval (number of months) for displaying your sequence:



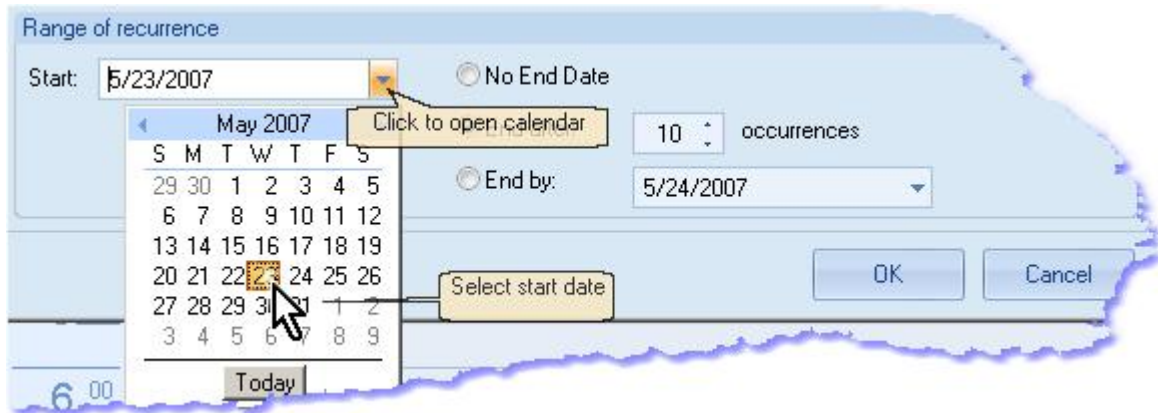
Or you can use the days of the week to define the monthly recurrence pattern for your sequence:



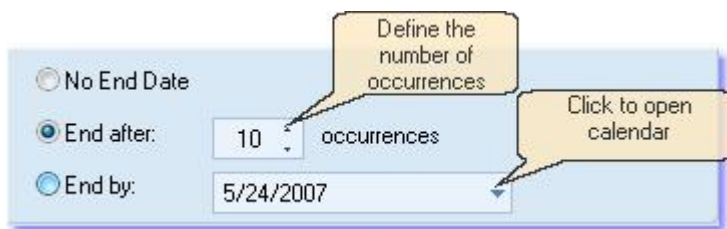
Range of recurrence

The range of recurrence is the period during which the sequence will be displayed. The period is marked by a start date and an end date.

To mark the start date, go to the **Start** field or open the calendar for selecting the date:



To mark the end date, use the radio-buttons:



No End Date: the sequence will be displayed for an indefinite time.

End after: indicate the number of occurrences after which the sequence should no longer be displayed.

End by: indicate the date by which the sequence should stop being displayed.

How to set up the display deactivation

composer 7 allows you to switch off your player display(s) in standby mode during the night or weekend time. To set up this option, click on **Turn off the Monitor** in the **Entry** section:

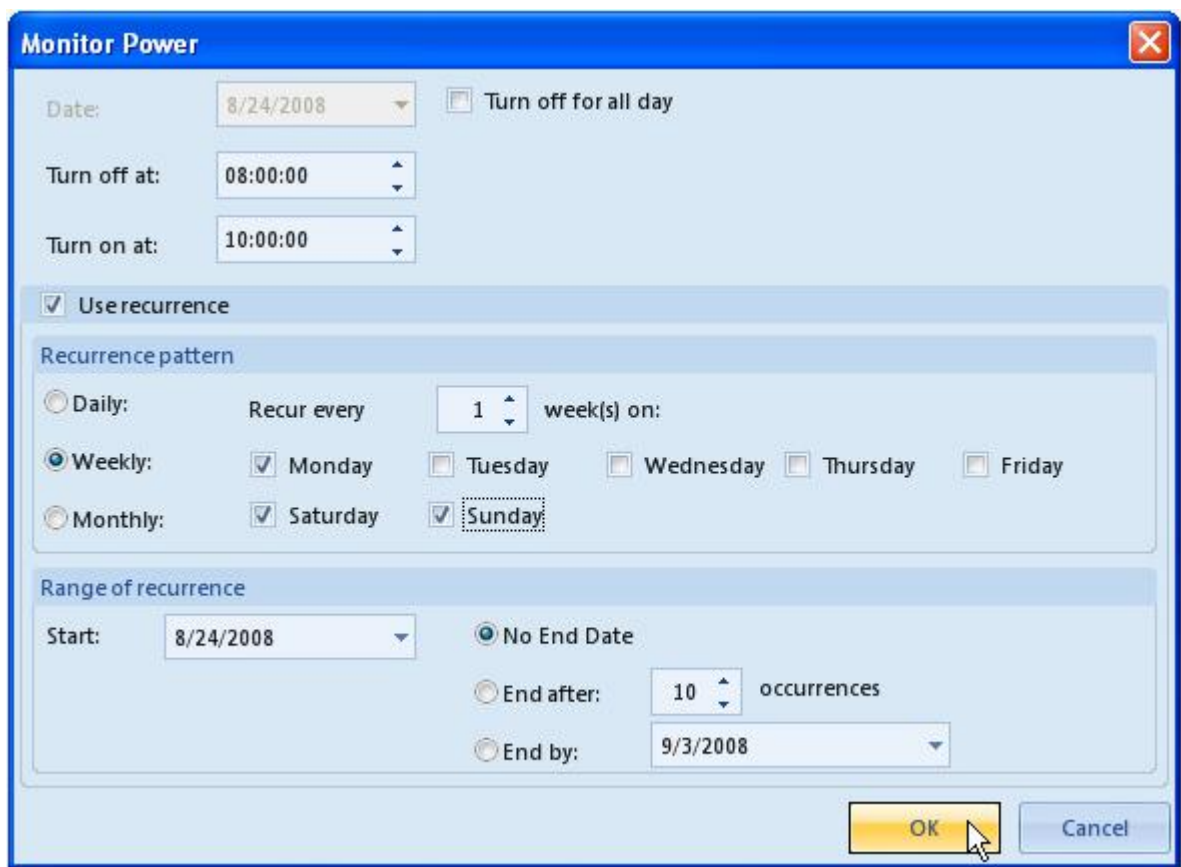


OR

Select the area in schedule view, click with the left mouse button on it, and click **Turn off Monitor**:



The dialog window **Monitor Power** will appear:



Monitor Power

Date: 8/24/2008 ☐ Turn off for all day

Turn off at: 08:00:00

Turn on at: 10:00:00

☒ Use recurrence

Recurrence pattern

☐ Daily: Recur every 1 week(s) on:

☒ Weekly: ☒ Monday ☐ Tuesday ☐ Wednesday ☐ Thursday ☐ Friday

☐ Monthly: ☒ Saturday ☒ Sunday

Range of recurrence

Start: 8/24/2008 ☒ No End Date

☐ End after: 10 occurrences

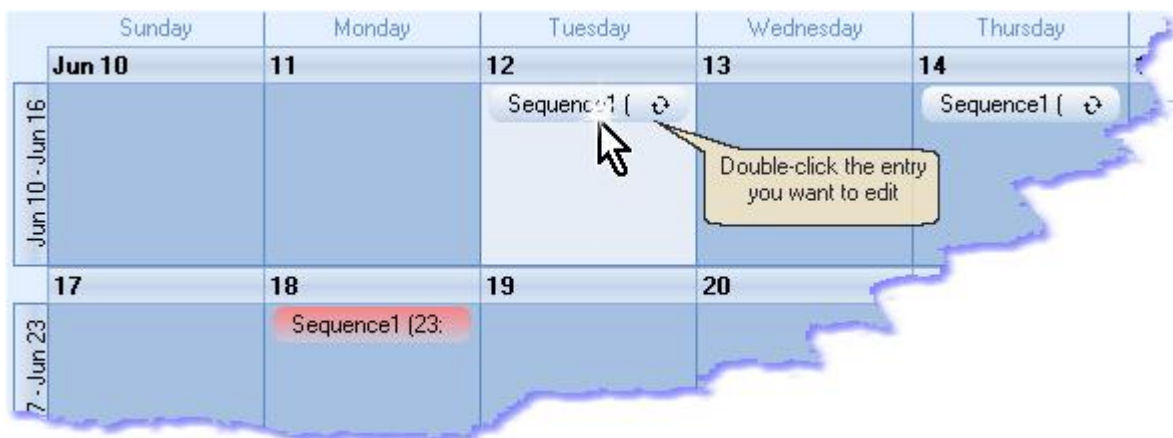
☐ End by: 9/3/2008

OK Cancel

In general settings define date and time at which you want to switch off your display(s). If you want to turn off the display for all day, tick the corresponded option. Customize the settings in fields **Use recurrence** and **Range of recurrence** if needed. To confirm click **OK**.

Editing an Entry

To edit an entry, double-click on it in the schedule view:



This will open the dialog box for editing entry settings, the same as the dialog-box for adding a new entry.

Modify the settings and click **OK** for the changes to take effect; otherwise, click **Cancel**.

8.11 Previewing Page Content

Once you create a project, you can run a test preview of your presentation.

Previewing Page Content

To preview page content as it will appear on the display, open the page in the [Page Designer](#).



To begin the page preview, click on  in the [ribbon](#).

A preview player will open playing back page content with the settings you have defined.

To stop the page presentation, press the ESC key.

8.12 Transfer Project to player station

When you create a project, a project folder will be created in the location you have specified as project destination (see [Create project](#)).

The project folder contains the project file (.fcproj file) together with all subfolders with source files of used media objects.

To transfer a project to player station, you can copy the project folder with the .fcproj file and all subfolders to a removable device (e.g. USB), store it on the player PC and open the project with the *player* manually. In this case you have to stop the current presentation in order to select a new one. But it is not always possible to transfer the projects in this way. The *friendlyway composer 7* provides you following abilities to transfer the composer projects to player station(s) automatically, i.e. without stopping the playback of current project:

1. [Transfer a project via Hard Disk Drive and Network Folders](#)
2. [Transfer a project via Removable devices](#)
3. [Transfer a project via Network Services](#)

8.12.1 Transfer via Hard Disk Drive and Network Folders

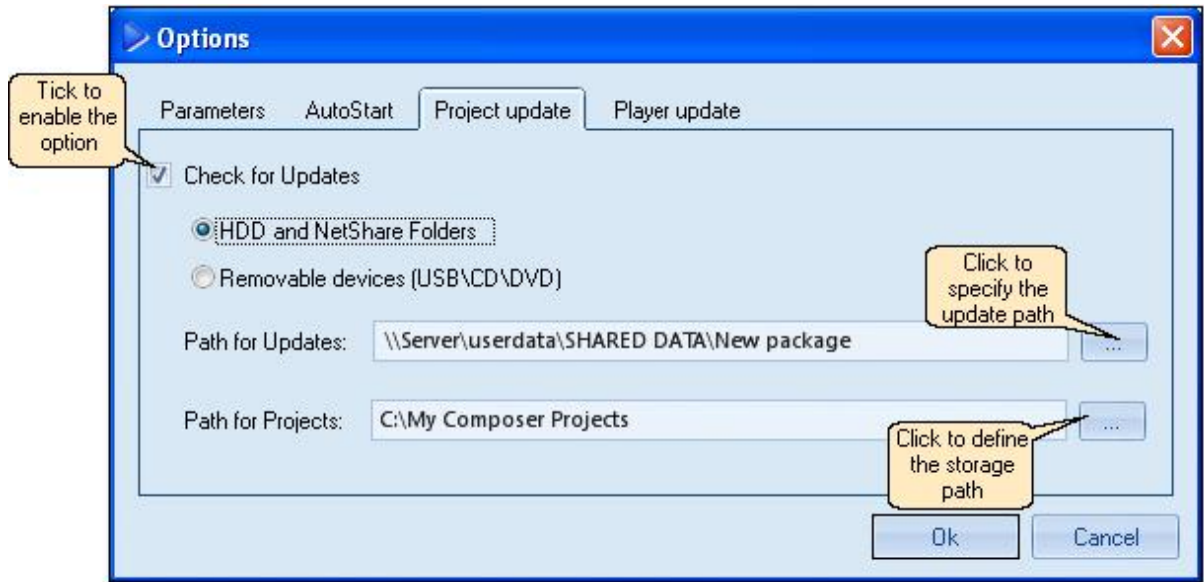
If you choose this way for project transmitting, you should create a folder where you will store project packages and which will be monitored by player. As soon as the player has found a project update, the playback of the current presentation will be stopped and the new project will

be played back.

This method of project transmitting implies some action on the composer machine as well as on the player machine:

- **On the player machine**

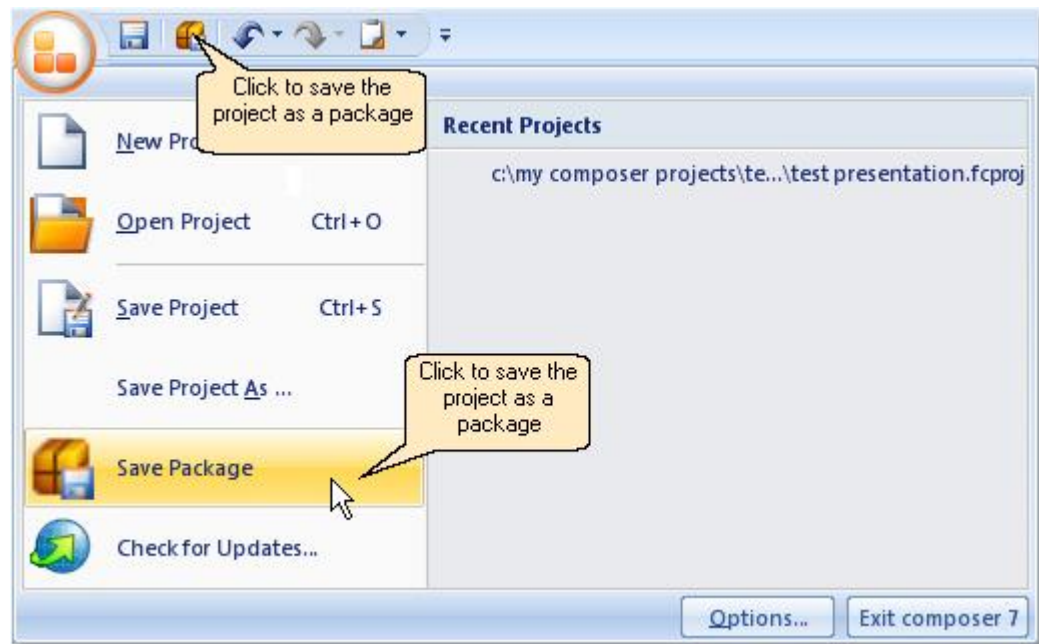
Start the *friendlyway player 7* and go to the *player* options on the **Tools** tab. On the **Project update** tab tick the option **Check for Updates** and leave the option **HDD and NetShare Folders** enabled. In the field **Path for Updates** specify the folder which should be checked for updates by *player*:



In the field **Path for Projects** specify the directory, where the project update will be unpacked and stored by *player*. If the project with the same name already exists in this directory, the *player* will rename the unpacked project. If the folder contains several project packages, the *player* will play back the project with the latest timestamp.

- **On the composer machine**

Create a project and save it as a package:



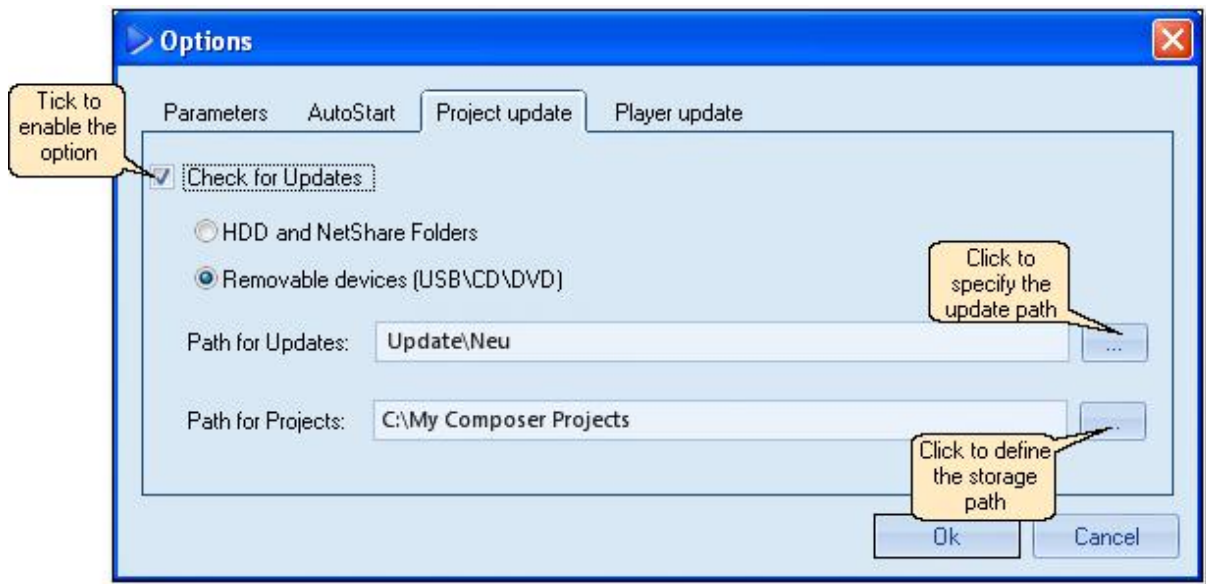
Save the project package (.fcpkg file) to the folder you have specified as path to update in the *player* options.

8.12.2 Transfer via Removable devices

If you choose this way for project transmitting, a removable device (USB, CD, DVD) will be monitored by player. After you have inserted the removable device in the PC, the player will check it for updates. If the player has found a project update, the playback of the current presentation will be stopped and the new project will be played back. This method of project transmitting implies some action on the composer machine as well as on the player machine:

- **On the player machine**

Start the *friendlyway player 7* and go to the *player* options on the **Tools** tab. On the **Project update** tab tick the option **Check for Updates** and enable the option **Removable device (USB\CD\DVD)**. In the field **Path for Updates** specify the folder on the removable device, which should be checked for updates by player:

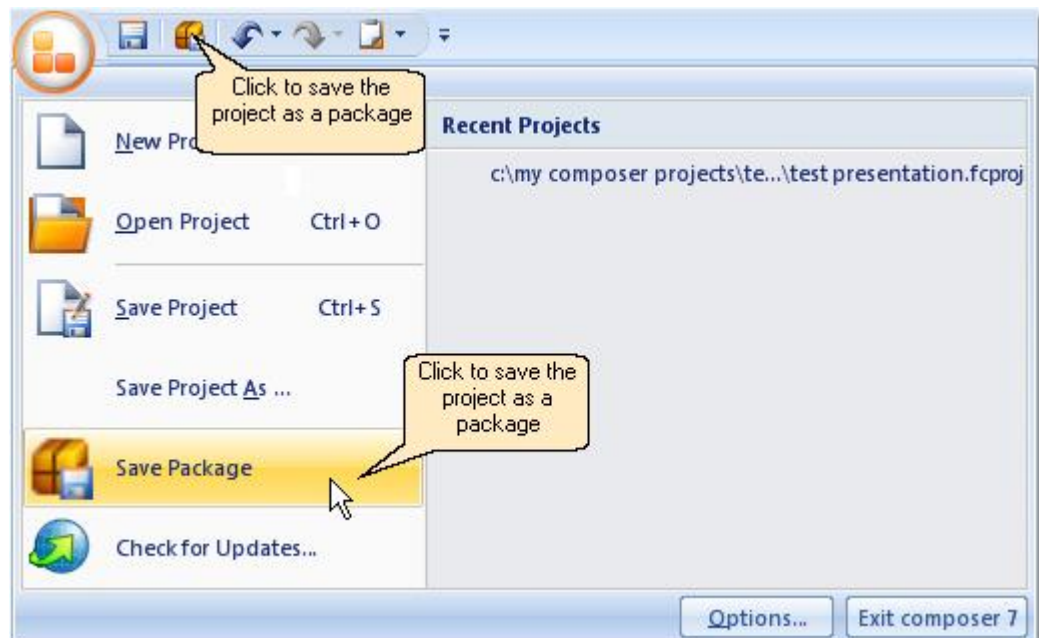


In the field **Path for Projects** specify the directory, where the project update will be unpacked and stored by *player*.

After you have inserted the removable device, the application will identify it and check it for updates. If a project update has been found, the *player* will unpack it to the specified directory. If the project with the same name does already exist in this directory, the *player* will rename the unpacked project. If the folder contains several project packages, the *player* will play back the project with the latest timestamp.

- **On the composer machine**

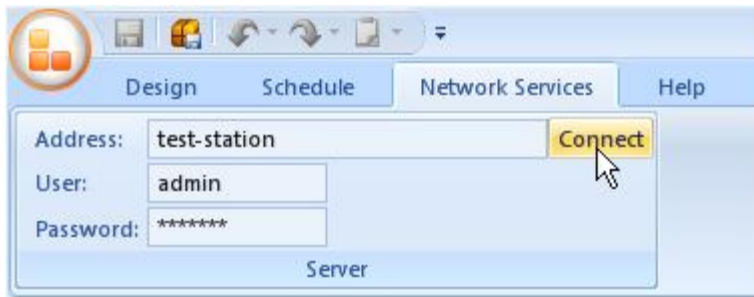
Create a project and save it as a package:



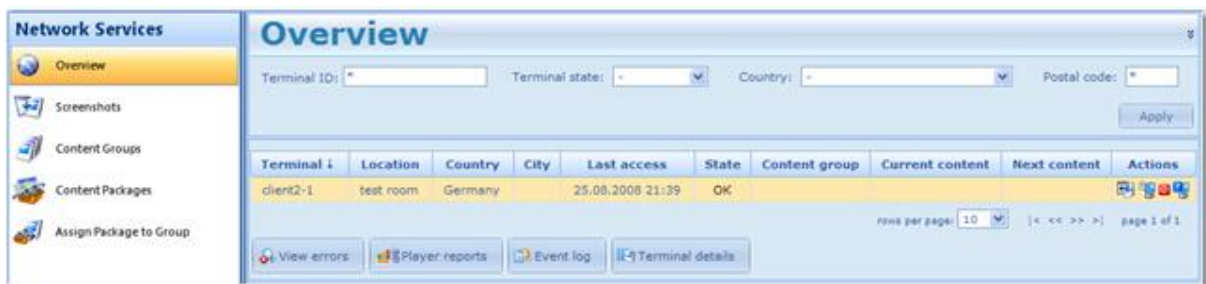
Save the project package (.fcpkg file) to the folder on the removable device you have specified as path to update in the *player* options.

8.12.3 Transfer via Network Services

After you have created and saved your project, click the **Network Services** tab in the [ribbon](#) or on the [Navigation Pane](#) to switch to the **Network Services** operation mode. Entering the Network Services at first time you should specify www.composernetworkservices.com (before friendlyway composer 7 version 4.3 the friendlyway's composer network services server was hosted at www.client-manager.net) as server if you use friendlyway network services server or the name of your server if you use own server (in our sample "test-station"); enter proper user/password, and click **Connect**:



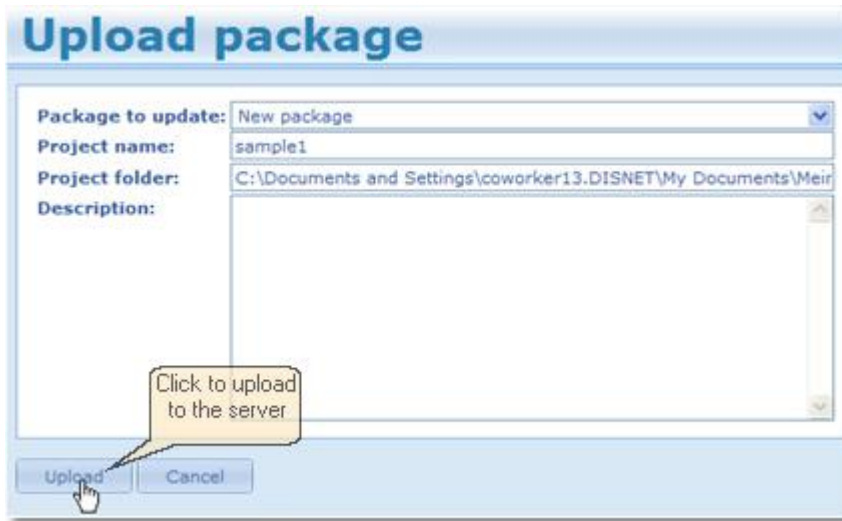
The **Overview** page will appear:



Go to the **Content packages** section, and click **Upload package**:



Click **Upload**:



The upload monitor window will appear. Click **Close** after 100% has appeared in both bars:



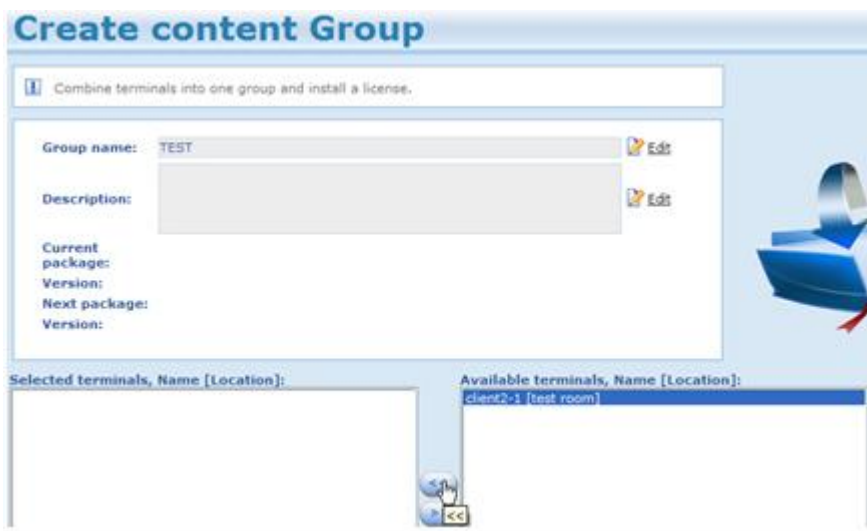
Your project will appear in the list of available content packages.

Then you should assign your terminal to a group:

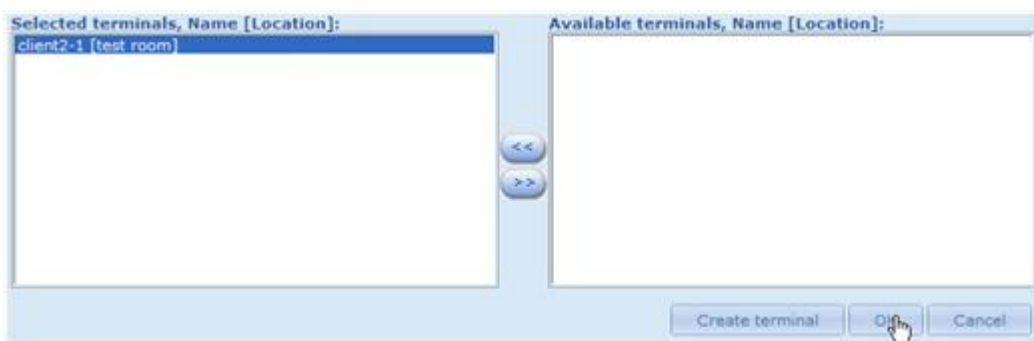
- Create a group of terminals you will add your terminal (player station) to. To do this, go to the **Content Groups** section, and click **Create group**:



- Specify group name, description, select your station from list of available terminals, and click <<:



- Your player station will appear in the list of selected terminals; click **OK**:



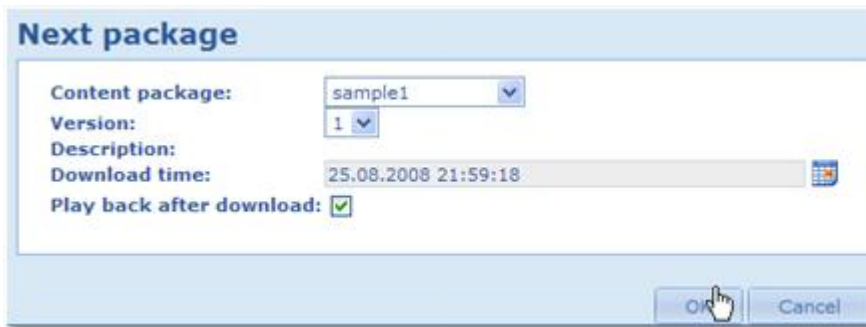
Your terminal group will appear in the list of available groups.

Then you should assign your project to a terminal group.

- Go to the **Assign Package Group** section. Select your group:



Select the content package you added before, check the **Play back after download** option, and click **OK**:

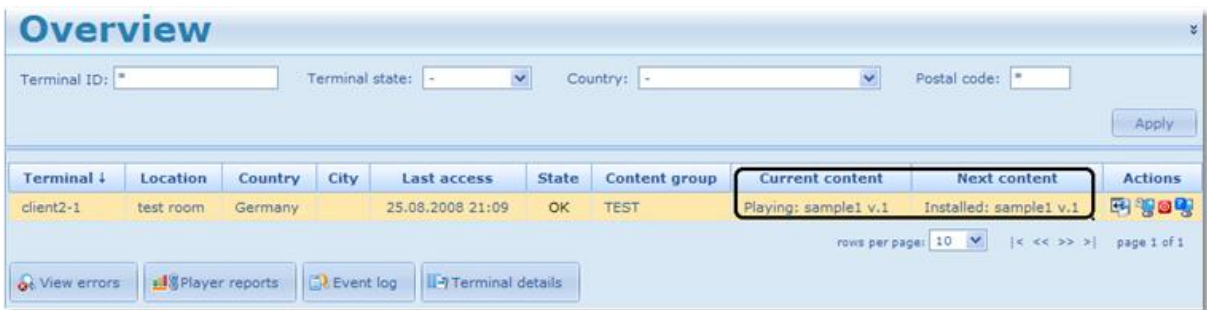


The 'Next package' dialog box contains the following fields:

- Content package: sample1 (dropdown)
- Version: 1 (dropdown)
- Description: (empty text field)
- Download time: 25.08.2008 21:59:18 (text field)
- Play back after download: ☒ (checkbox)

Buttons: OK, Cancel

Going to the **Overview** section you'll be able to see that your content package is being uploaded or has been already installed on your terminal:



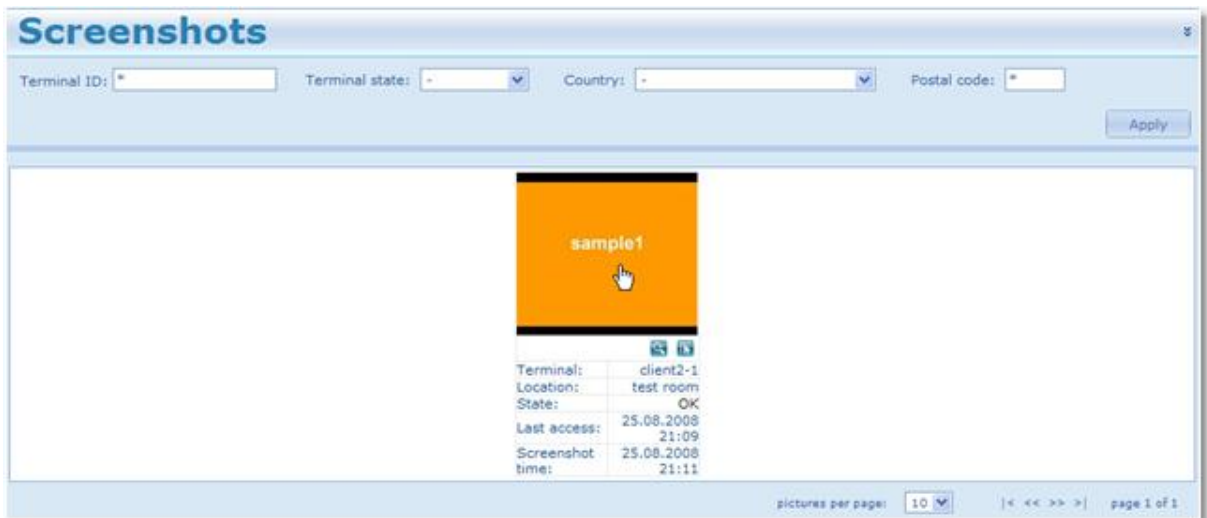
The 'Overview' section displays a table with the following data:

Terminal ↓	Location	Country	City	Last access	State	Content group	Current content	Next content	Actions
client2-1	test room	Germany		25.08.2008 21:09	OK	TEST	Playing: sample1 v.1	Installed: sample1 v.1	[Icons]

Buttons: View errors, Player reports, Event log, Terminal details

Page info: rows per page: 10, page 1 of 1

After your content package has been uploaded and installed on the terminal, *player 7* will begin to play it back and you will be able to see the screenshots from your terminal display. For observing the screenshots, just go to the **Screenshots** section (to enlarge the screenshot just click the small preview picture):



The 'Screenshots' section displays a large screenshot of the terminal display showing the text 'sample1' on an orange background. Below the screenshot is a metadata table:

Terminal:	client2-1
Location:	test room
State:	OK
Last access:	25.08.2008 21:09
Screenshot time:	25.08.2008 21:11

Buttons: [Icons]

Page info: pictures per page: 10, page 1 of 1

9 Glossary

Aspect ratio The relation of width to height. The aspect ratio will be represented as a relation of integers. There is a set of predefined aspect ratios such as normal (4:3), wide screen (16:9), or custom (defined by user) in the [project settings](#).

friendlyway composer 7 An executable application for creating and editing multimedia presentations.

Default sequence There is a default sequence in every project. This sequence will be always played back by player, if no other sequence is set up for this period of time in **Schedule** or the option **Turn off Monitor** is not activated.

Display An object describing the logical output unit in a kiosk where the presentation will be displayed.

Display time The time in seconds describing how long objects such as [media objects](#) are to be displayed.

Kiosk A computer with a flat screen installed in a public place for displaying advertising and other information.

Media file A file with multimedia content such as video, text, Web page, etc.

Media object A media content unit that can be played back during a presentation. A video, a picture, etc. are all individual [media objects](#). In the simplest case a media object is a physical file stored on a computer. However, a media object can be in the form of a Web page, stream video or RSS feed that are not stored on a disk, but downloaded from the Internet right before playback. A media object has attributes describing its placement, appearance and time behavior.

Page A high-level organization unit within a *composer 7* [project](#). As a rule, a page covers the whole display and consists of one media object or a set of [regions](#). However, user can modify [page properties](#) so that the page will take up part of the screen only.

Player An executable application for playback of multimedia presentations created with *composer 7*.

Presentation Multimedia content that can be played back on a kiosk. This notion includes various video, audio, and graphical formats that can be played back on the screen simultaneously or follow each other in a certain order.

Project A set of multimedia files and a description file describing the multimedia files must be placed on the screen and at what time. *composer 7* projects are usually saved in separate directories. Composer and player open the project description file (project file, .fcproj) for presentation editing or playback.

Refresh time The interval after which the [media objects](#) are to be reloaded. Used if the displayed object can change its content during the display time.

Region A square area on a page consisting of a list of frames. Any page can be split into regions, each region displaying its own media content. Regions never overlap and take up the whole page surface (in a tile-like manner). Each region contains its own list of media objects that are displayed one after another. Thus, you can design a mini-slide show in each region. Each region can contain one media object (such as a ticker text) only that will be displayed continuously.

Sequence A set of [pages](#) ordered for playback. A [project](#) can have multiple sequences built from the same set of pages to allow presentation of different pages.

Time Mode Various settings defining the time parameters for playback. Timing parameters can be defined for [pages](#), [regions](#), and [media objects](#). Specific timing settings depend on the type of element to which they are applied. For example, user can defined the time of picture display on the screen.

Timeline A timeline is a tool for viewing the list of all [regions](#) of the [page](#) with all the [media objects](#) added to them, and for modifying their display time.

Transition Transition is the visual effect that defines the way a particular page or page element changes to the next one, e.g. sliding, fading, etc.

Transition direction The direction of the selected transition effect.